NINTENDO POWER

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BANJO-TOOIE™

THE OFFICIAL Nintendo® PLAYER'S GUIDE

RAREWARE™

NINTENDO 64

PUBLISHER
M. Arakawa

ASSOCIATE PUBLISHER
Yoshio Tsuboike

EDITOR IN CHIEF
Scott Pelland

LEAD WRITER
Drew Williams

WRITERS
Alan Averill
Jason Leung
Jennifer Villarreal

EDITOR
Jessica Joffe Stein

COPY EDITOR
Robert Miskimon

PRODUCTION COORDINATOR
Corinne Agbunag

DESIGN & STRATEGIC LAYOUT
V-Design

Art Director
Yoshi Orimo

Graphic Designers/Illustrators
Sonja Morris
Adam Crowell
Makikazu Ohmori
Deanna Robb

MAPS
Cory Conner
Bert Kimura
Kirk Labrake
Aaron Lundquist

ART DIRECTOR
Kim Logan

SENIOR DESIGNER
Jim Catechi

DESIGNERS
Tim Garret
Rebekah Lane
David Waterworth

PREPRESS/DESIGN ASSISTANT
Christopher Shepperd

PREPRESS
Joel Harris
Andy Myers
Estela Sandoval
Van Williams

GAME CONSULTANTS
Chris Campbell
Thomas Hertzog
Michael Leslie
Teresa Lillygren
Ken Lobb

SALES & MARKETING MANAGER
Jeff Bafus

PRODUCTION SPECIALIST
Machiko Oehler

Special thanks to the Banjo-Tooie development team at Rare for making a brilliant game!

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The Bear/Witch Project 2

Two years after Banjo and Kazooie defeated Gruntilda and trapped her beneath a giant boulder, the witch has returned to seek her revenge on the backpacking duo. Rescued by her two wicked sisters, Gruntilda aims to spell doom for the bear and bird by sapping the life from their island. Every ounce of vitality she drains will help her restore her body, which has been decomposing over the past couple of years. It's a pretty crafty plan for someone who just crawled out from under a rock, but you can do better. With inside help from the pros at Nintendo Power, you'll have the bear necessities for mounting a feather-ruffling witch-hunt. Whatever you do, don't hibernate—a backpack full of witch-kicking strategies and tricks is waiting to save your hide.

THE OFFICIAL NINTENDO PLAYER'S GUIDE

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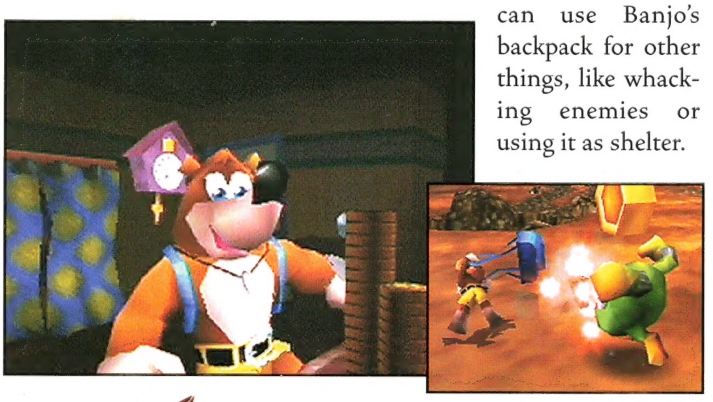
BEAR OF A TALE

A gaggle of colorful characters pops up in Banjo and Kazooie's second bear of a tale. Although you'll be able to play as only three of them during the one-player adventure, bear in mind that you'll need to know the who's who of everyone. All the characters will play a role in helping you put the witch to rest.

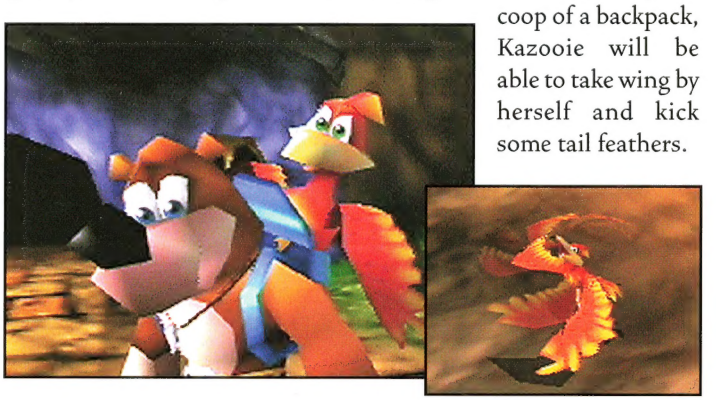
Banjo

The lovable bear in the yellow shorts is back, and this time you'll be able to play as him without Kazooie stuffed in his backpack. Though most of Banjo's adventuring will be done in tandem with his fine, feathered friend, you'll be able to unpack Kazooie so you can use Banjo's backpack for other things, like whacking enemies or using it as shelter.



Kazooie

Sarcastic and abrasive as ever, Kazooie is foaming at the beak to stop Gruntilda from exacting revenge. Besides, it's bad enough that the witch disrupted a card game that Kazooie was doing a pretty good job of cheating at. Once the breegull learns how to fly her coop of a backpack, Kazooie will be able to take wing by herself and kick some tail feathers.

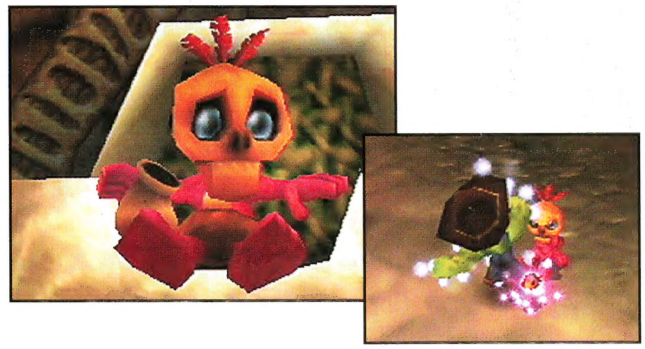


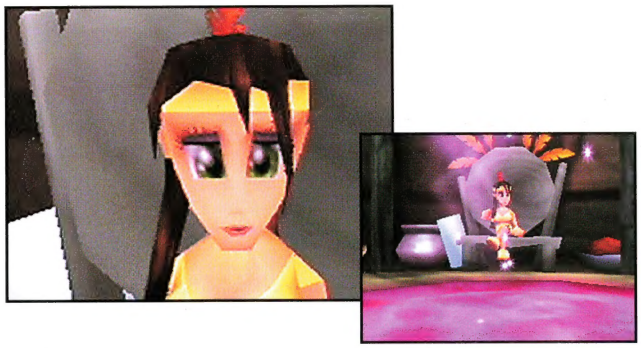
Gruntilda, Mingella and Blobbelda

The two years Gruntilda spent trapped under a rock have taken their toll on the ugly witch, and they have made her even more unsightly. But Grunty's two spellbinding sisters—the very thin Mingella and the very not-so-thin Blobbelda—have a plan to restore her body. During their sister's absence, Blobbelda and Mingella have toiled and troubled to create the Big O'Blaster (B.O.B. for short), a machine they'll use to drain the life force from others so they can use it to revitalize skeletonized Gruntilda.

Mumbo Jumbo

He's the self-proclaimed "best shaman in game," and he's ready to put his money where his bony mouth is. In every world, you'll find Mumbo's Skull, the place where the voodoo doctor lives. If you drop by with the payment of one magic Glowbo, the good doctor will become the game's third playable character. Armed with his Shaman's Zap Stick, Mumbo Jumbo will be able to work his mojo to help his bear and bird friends get farther into the level.



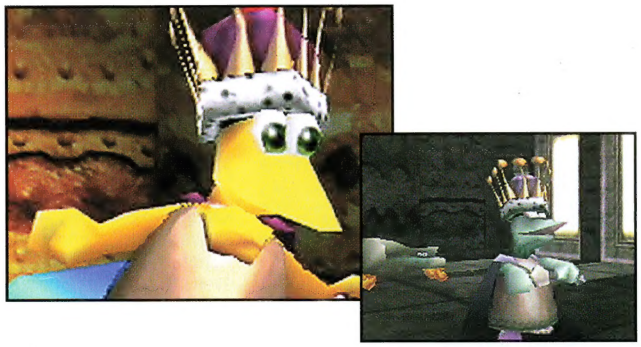


Humba Wumba

Dismissing Mumbo Jumbo as an amateur, the enchanting Humba Wumba will prove her spellbinding prowess by changing Banjo and Kazooie into a number of madcap morphings. Whether you want to transform into a van, snowball, T-rex or washing machine, Humba Wumba will hook you up with the juju that'll do the trick. Of course, like Mumbo Jumbo, Humba Wumba will charge you for her spells, so bring her a Glowbo.

Drill Sergeant Jamjars

In Banjo-Kazooie, the bear and bird learned their moves from Bottles the mole. In Banjo-Tooie, the bespectacled burrower's brother, Jamjars, takes on that duty. Not just the brother of Bottles, Jamjars is also a brother in arms. The drill sergeant will help you be all that you can be by teaching you new moves you can add to the bevy of maneuvers Banjo and Kazooie picked up in the last game. For the right price in Musical Notes, Jamjars will teach you a move.

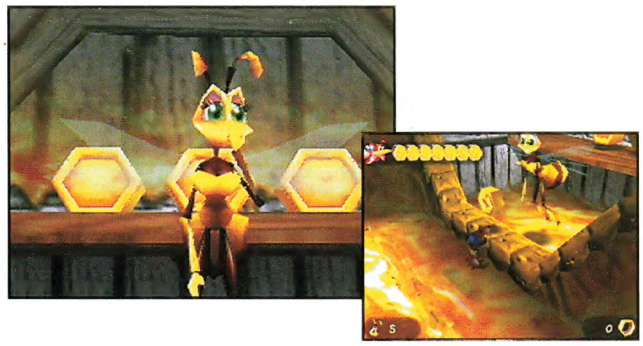


King Jingaling

The jive-talking ruler of the Jinjos has no more followers since the witches scared off his citizens with their driller. You must find all of King Jingaling's Jinjos who have fled town to seek shelter in every nook and cranny of the outlying areas. The king needs his people back pronto, because the kickball rivalry between the Jinjos and moles has yet to be settled. But kickball will be the least of Jingaling's worries once the witches target him with their zombifying B.O.B.

Honey B

Busy inside her hive atop the Isle o' Hags Plateau is Honey B, mistress of the honey. The bee has generated quite a buzz around her hive, since it has become known as the place where you can get Energy Units in return for Empty Honeycombs. Search the levels for the empty pieces, then deliver them to the striped queen for a sweet deal: If you bring her enough Empty Honeycombs, she'll extend your Life Meter.

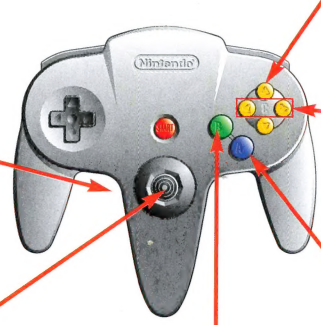


ADVANCED ABILITIES

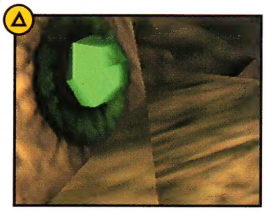
Banjo-Tooie has more slick moves than a disco contest, and you'll need to master them all if you hope to foil Gruntilda's evil plans. Practice moves as soon as you learn them to avoid trouble later.

Basic Controls

You've got to crawl before you walk, or in this case, walk before you fly. All the fancy moves in the world won't help if you can't point Banjo and Kazooie in the right direction. The controls are fairly simple, and it shouldn't take more than a couple of trial runs to get the basics down cold.



Banjo's eyes view



Press top C for Banjo's eyes view. Use the Control Stick to look around, and press top C again to exit. You won't be able to move while in Banjo's eyes view.

Duck

Ducking will usually be just a prelude to other moves, such as having Kazooie shoot an egg or perform the Flap Flip Jump. Press Z to try it out.

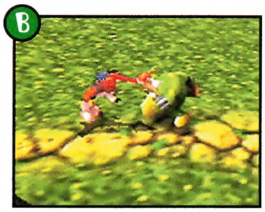
Pan

Left and right C will rotate the camera. Panning is vital, as camera angles determine movement and perspectives. Press R to center the camera behind you.

Walk

Press the Control Stick to make Banjo mosey. The stick responds well to pressure, so if you gently press forward, Banjo will slowly creep along.

Peck



Woe be the baddie who gets close to Kazooie's beak. Press the B Button to have your feathered friend unleash a furious pecking frenzy.

Jump

There are many different jumps in the game, so spend some time experimenting. To perform Banjo's most basic jump, simply tap the A Button.

Creative Combos

The majority of moves in the game require you to press a combination of buttons on the Controller. For example, if you press Z you'll duck, but pressing Z plus the A Button will result in a Flap Flip Jump. Common combinations are listed below.

Pressing the A Button mid-jump will allow Kazooie to flap. This slows you down enough to break a long fall, or even steady yourself when landing on a small surface.

On Land

Duck (Z)	+ (A) =	Flap Flip Jump
	+ (B) =	Beak Barge
	+ (C Up) =	Fire Eggs Forward
	+ (C Down) =	Fire Eggs Backward
	+ (C Right) =	Wonderwing
	+ (C Left) =	Talon Trot

Jump (A)	+ (A) =	Double Jump
	+ (B) =	Rat-a-Tat Rap
	+ (Z) =	Beak Buster
First-Person View (C Up)	+ (Control Stick) =	Look
Walk (Control Stick)	+ (B) =	Forward Roll

In Water

Dive (B)	+ (A) =	Bear Kick
	+ (B) =	Wing Stroke

In the Air

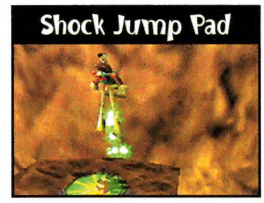
Fly (A)	+ (B) =	Beak Bomb

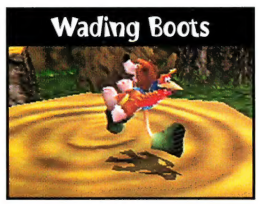
Near a Ladder or Pole

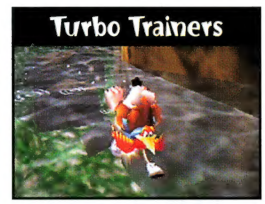
Jump (A)	+ (Control Stick) =	Climb

Bottles' Moves

Poor Bottles may not have a starring roll in Banjo-Tooie, but his sage advice from Banjo-Kazooie is still as helpful as ever. Thanks to the recently expired mole, you'll begin the game with a slew of special moves already at your disposal. If you're a newcomer to the Banjo world, or if you just need a refresher course, stand on top of the small brown molehills that are scattered around Spiral Mountain and press the B Button. Bottles will appear and give you all the instruction you need.







Special Moves

Not all moves are taught to you by a deceased mole, otherwise you'd be learning skills like Decay and Smell Bad. Bottles' son Goggles will give you the Amaze-o-Gaze glasses simply for striking up a conversation. You'll learn Faster Swimming by rescuing Roysten, the goldfish trapped under a boulder in Spiral Mountain—but you'll need the Bill Drill first.

Amaze-o-Gaze

Bottles' House: Page 20

▲ + ◀ ▶

The Amaze-o-Gaze goggles allow you to use your first-person view like a telescope. Press the top C Button, then left and right C to zoom in and out.

Faster Swimming

Spiral Mountain: Page 19

B + A & B

Not only will Roysten teach you Faster Swimming, he'll give you extra bubbles for deep dives. Press B to dive then the A and B Buttons together for the new stroke.

Shared Moves

If you never learned to share, you won't get far in this game. Most of the new moves you'll learn rely on teamwork between Banjo and Kazooie, or at least require the two friends to be together. Each move will be necessary for completing portions of the game, and some of them—like the Breegull Blaster—allow you to participate in special levels.

Sergeant Jamjars

Sergeant Jamjars has years of harsh military training at his disposal, and he's more than happy to share tricks of the trade. His kind of knowledge doesn't come cheap, however. You'll need to collect golden notes along your journey, or Sarge won't teach you a thing.

Egg Aim

Mayahem Temple: Page 27

▲ + Z

The Egg Aim allows you to fire eggs while in first-person view, and even provides a targeting device. Press top C to get Banjo's eyes view, then fire with the Z Button.

Grip Grab

Mayahem Temple: Page 28

◎ while holding onto a ledge

You'll automatically grab ledges and crevices when you jump to them. While hanging, use Z to drop down, A to climb up and B to attack with Kazooie's beak.

Breegull Blaster

Mayahem Temple: Page 31

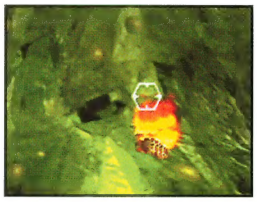
Z

You'll use the Breegull Blaster only in certain areas. Press Z to fire and use top and bottom C to look up and down. Right and left C let you strafe right and left.

Fire Eggs

Plateau: Page 21

R to select / Z to fire

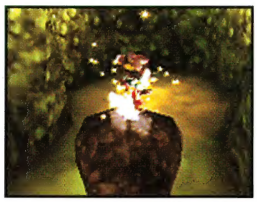


Flaming eggs aren't good for omelettes, but they're perfect for lighting fires or activating generators. Tap the R Button to cycle through your available egg choices.

Bill Drill

Glitter Gulch Mine: Page 37

A + hold Z



Take out boulders, and anything else that gets in your way, with the powerful Bill Drill. Stand atop your target, then press A to get airborne and hold the Z Button to drill.

Beak Bayonet

Glitter Gulch Mine: Page 38

B

Sometimes you'll battle in close quarters while in Breegull Blaster mode. Simply press the B Button to have Kazooie skewer baddies with the Beak Bayonet.

Grenade Eggs

Pine Grove: Page 21

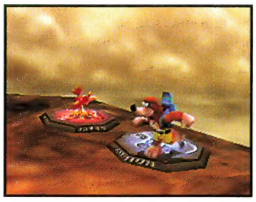
R to select / Z to fire

The most powerful eggs in the game are the Grenade Eggs. Use them to blow holes in doors and walls, blast open gates, and take out troublesome enemies.

Split-Up Pads

Witchyworld: Page 47

press A when on a Split-Up Pad



Need to be alone? Split-Up Pads are the answer. Press A while on the pad to split, then press A again to switch between characters. Touch your other half to reunite.

Airborne Egg Aiming

Witchyworld: Page 48

A when in the air / Z to fire

Control your firepower while in flight with the Airborne Egg Aim. You'll need to be in first-person view, so be careful not to get so involved in aiming that you crash.

Ice Eggs

Cliff Top: Page 21

R to select / Z to fire

Ice Eggs will freeze an enemy in its tracks. They also come in handy for halting moving machinery parts, dousing fires and chilling out angry octopi.

Sub-Aqua Aiming

Jolly Roger's Lagoon: Page 58

A when in the water / Z to fire

Once you have this skill, you can aim eggs underwater while in first-person view. It functions much like Airborne Egg Aiming and even works with Fire Eggs.

Talon Torpedo

Jolly Roger's Lagoon: Page 60

Z when in the water / A for speed

While underwater, use the Z Button to launch Kazooie and press the A Button for a burst of speed. This is a necessary skill for smashing special doors and rocks.

Clockwork Kazooie Eggs

Wastelands: Page 21

R to select / Z to fire / B to detonate

Clockwork Kazooie Eggs unfold into tiny remote-controlled bombs—perfect for fitting into tight spaces or getting the drop on an enemy from behind.

Springy Step Shoes

Terrydactyland: Page 66

A when equipped

Jump large pillars and sheer cliff faces with the Springy Step Shoes. Simply run until you're positioned underneath your target then press the A Button.

Claw Clamber Boots

Grunty Industries: Page 78

◎ when equipped

The Claw Clamber Boots work only in conjunction with clawprints—find the prints and run right at them to scale walls like a spider.

Banjo Moves

Bears are solitary creatures by nature, and Banjo is more than capable of taking care of himself. The following Banjo-only moves can be performed only after you've made use of a Split-Up Pad, so remember their locations. Also, Jamjars won't teach a move intended for one character if they ask him together, so separate beforehand.

Pack Whack

Witchyworld: Page 50

B

The Pack Whack is a powerful attack that sends any enemy flying. It has a long wind-up time however, so you'll want to start the move before a baddie is on top of you.

Taxi Pack

Terrydactyland: Page 69

Z + ◀ / B to scoop and drop

Hold Z and left C to remove the pack, B to scoop, then Z and left C again to remove the contents. Positioning is vital—you may try a few times before you're successful.

Snooze Pack

Grunty Industries: Page 79

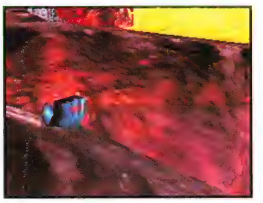
Z + ▶

If you can't hibernate, do the next best thing and crawl into a toasty warm backpack. While inside, Banjo will slowly regain energy—but he can't attack or move.

Shack Pack

Hailfire Peaks: Page 91

Z + ▼



Shack Pack lets you walk through nasty areas like hot water. Press Z and bottom C, then release the C Button once you're in position—the release applies to all pack moves.

Sack Pack

Cloud Cuckooland: Page 107

Z + ▲

Like a Shack Pack for dry land, Z and top C will make your pack a nifty sack racer. You must leap to turn, so be careful on narrow ledges.

Kazooie Moves

Never one to be outdone by a bumbling bear, Kazooie takes the initiative to learn a few slick tricks of her own. Most of them are used to retrieve Jiggies or reach otherwise inaccessible places, but she does learn a rather nifty attack maneuver called the Wing Whack. As with Banjo, Jamjars will teach solo moves only if Kazooie asks by herself.

Wing Whack

Jolly Roger's Lagoon: Page 58

B

The Wing Whack turns Kazooie into a whirling dervish of destruction. Since it can be used many times in succession, the move is useful for taking out many baddies at once.

Hatch

Terrydactyland: Page 67

Z + B

Learn the Hatch move, then use B and Z to watch the miracle of nature in all its glory. Not all eggs can be hatched—the ones that can are obvious.

Leg Spring

Grunty Industries: Page 81

Z + A

Once Kazooie sheds Banjo's bulk, she can learn a move that lets her leap like a pro. The Leg Spring is great for hard-to-reach areas when there's no Shock Jump Pad around.

Glide

Hailfire Peaks: Page 96

Z when airborne

Kazooie can use the Glide maneuver to soar through the air. Unlike a Flying Pad, Glide won't use feathers or allow you to fly higher, so be sure to start off from a tall point.

Heggy's Moves

On the outskirts of the Isle o' Hags lies a house unlike any you've ever seen—mainly because it's not a house, but a large blue egg. The owner of the odd abode, Heggy the Hen, will teach you secret moves, but you must first bring her the secret eggs hidden inside the Banjo-Kazooie Game Paks.

Homing Eggs

Heggy's Egg Shed: Page 20

▲ + Z

After you activate the the Homing Eggs cheat in the Mayahem Temple Code Chamber, your eggs will seek out their targets when you fire at close range.

Breegull Bash

Heggy's Egg Shed: Page 20

B + B

Give baddies what-for with this awesome move. Double-tap the B Button while stationary to make Banjo use Kazooie like a feathered billy club.

TRANSFORMATIONS

If you have trouble making your way in any world, visit Humba Wumba for a little practical magic. Her mystical Wumba Pool can't turn you into a better player, but it can turn you into a Submarine, a Washer or several other useful creations.

Wumba Magic

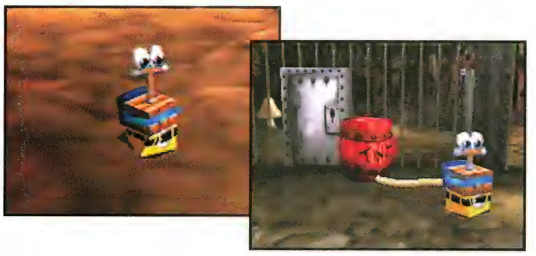
Wumba's Wigwam is actually a tepee, but the magic you'll find inside it is totally authentic. Keep an eye out for the conical structures in each of the worlds you'll visit.

Stony — Mayahem Temple

More than masonry is afoot in the gray-brick world of Mayahem Temple. Some of the stones actually waddle around and talk, though you won't understand them until Humba Wumba turns you into a Stony yourself. Their secrets will help you solve puzzles, and your diminutive size will allow you to squeeze into tiny openings. You can also enter the kickball tournament in the Stonies' restricted club.

Detonator — Glitter Gulch Mine

Glitter Gulch Mine is a dark, gritty sort of place, but that doesn't mean that you can't have a blast while you're there. Transform into an old-fashioned detonator to make use of the TNT the miners left behind. You'll automatically detonate the explosives when you land on a fuse, opening new areas to explore. You can defend yourself with the Self-Destruct Attack, which takes away a Honeycomb but also removes an enemy.



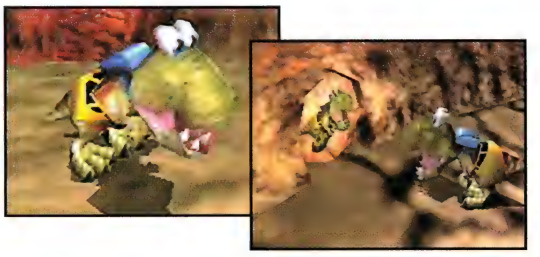
Van — Witchyworld

Witchyworld is one of those money-grubbing theme parks that makes you pay extra for the really good rides. Banjo and Kazooie are cash poor, but the Van is rattling with coins. You can open the premium attractions by depositing money into coin boxes near the rides and also enter special doors to reach prizes. Because the Van is armored, you'll be invulnerable while transformed. Run down enemies at will.

Submarine — Jolly Roger's Lagoon

Banjo and Kazooie can become an unlikely, shorts-wearing U-boat after they visit Wumba's partially submerged home near Atlantis. Unlike the Van, the Submarine can be damaged easily by enemies but makes up for its vulnerability with powerful weapons. Use the Sub's unlimited torpedo stores to turn distant targets into bubbling scrap, or hit enemies at close range with the disabling Ping attack.

Baby T-Rex — Terrydactyland

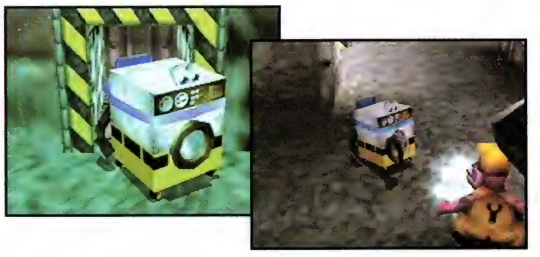


As a Baby T-Rex, you'll have a long way to go before you can live up to your ferocious-sounding namesake. On the other hand, you'll fit in so well with the other dinosaurs that you won't have to become a predator. Your feeble roar won't scare anyone away, but it will open special sliding portals so you can prowl through the secret areas of Terrydactyland in search of Jiggies.

Daddy T-Rex — Terrydactyland

After Mumbo widens the entrance to Wumba's Wigwam, the medicine woman will be able to conjure a full-sized T-Rex with a withering roar. It's fun being on top of the food chain, but don't get too comfortable there. The Daddy T-Rex has only a handful of important duties—such as terrifying cavemen and stomping on a king-sized switch—then it's time to transform yourself again and get on with the adventure.

Washer — Grunty Industries



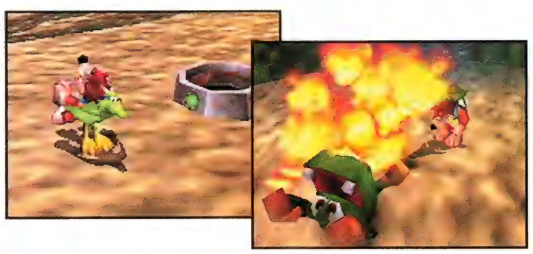
Washing machines have long been pigeonholed into the role of stationary home appliance. You can do your bit to change the unfair stereotype by saving the day in Grunty Industries. Creak through the factory on a mission to clean overalls and kick tail. You'll be able to access service elevators and restricted entrances to reach new areas—and fire unlimited amounts of underwear at bad guys.

Snowball — Hailfire Peaks

You won't get rolling in the game until Humba transforms you into a Snowball. The spherical miracle is a densely packed powerhouse of frozen might, but it's also pretty slow when you try to roll up a hill. You can bulk up without pumping iron by rolling through the snow to add mass. Dieting is also unnecessary—simply reduce your Honeycombs by taking damage. To fight enemies, use the—that's right—Roll Attack.

Bee — Cloud Cuckooland

Scientists still aren't exactly sure how bumblebees fly using only the tiny wings they have, so they probably wouldn't want to figure out how a big, fat bear transformed into a Bee does it. You do it by hitting the A Button, of course. The Bee can fly without using Red Feathers and can fire an unlimited number of stingers at enemies. You will also be able to reach parts of a hive that most bears only dream about.



Dragon — Isle o' Hags

There is one very special transformation in the game that you can use in all the worlds. Bring the Mega Glowbo to Wumba in her Pine Grove location to turn Kazooie into a fire-breathing Dragon. The green, leather-winged creature can perform all of the moves that Kazooie has learned, except for the stationary Peck attack. Instead, you can unleash a deadly plume of fire at potential assailants.

ITEMS OF INTEREST

It will take more than courage alone to defeat Gruntilda. A clever bear knows to forage for supplies. Many of the items—like feathers and eggs—regenerate on a regular basis. Others— like Cheato Pages—are much rarer and require a good deal of searching.

Important Items

The following items are crucial to a successful witch-hunt. Some will be hidden in the levels, while others can be earned by completing specific tasks.

Jiggies

Using golden Jiggies is the only way to unlock levels, so they are of prime importance. Collect as many as you can in the early going, because they become much harder to secure in the later stages of the game.

Jinjos

Once you've rescued all the Jinjos of one color, they'll reward you with the family heirloom—a Jiggy, naturally. Listen closely during the course of your travels for their plaintive, high-pitched cries for help.

Glowbos

If you give Glowbos to Mumbo and Humba Wumba, they'll agree to help you with the level you're in—but you'll have to give each shaman a new one in every world. Glowbos can usually be found near Mumbo's skull or Wumba's Wigwam.

Cheato Pages

Cheato, a wise old hint book, had his pages torn out and hidden throughout the game. Once you collect enough of the precious pages, you'll be able to use secret cheats such as carrying more eggs or feathers.

Honeycombs

To a bear, there's nothing funny about honey—especially running out of it. Regular Honeycombs are rather common, but you'll want to search everywhere to find the valuable Empty Honeycombs.

Honeycombs

Health is measured by Honeycombs in the game. Each one restores one unit of energy to an injured Banjo, Mumbo or Kazooie. Most defeated enemies will cough one up, so you'll be able to replenish your supply by going on the offensive.

Empty Honeycombs

When you collect enough Empty Honeycombs, you'll extend your Life Meter. Talk to Honey B near Glitter Gulch Mine to trade the honey holders for extra units on your energy bar.

Beehives

Immobile Beehives are quick and easy sources of Honeycombs—at least at first. In later levels, the red-eyed Beehives will jump about and attack you at the first hint of trouble.

Special Honeycombs

Special Honeycombs give you a chance to extend your energy meter. To do so, stop them when they appear at a good spot on your meter. Random Stop Honeycombs (?) flash at random points, and Skill Stop Honeycombs (!) flash as they move across the bar. Be careful where you stop them.

Feathers

Kazooie's favorite items, the Red and Gold Feathers, allow you to fly or become invincible for a short period of time. You'll find them throughout the game—wait for the color of feather you want to pop up before you grab it.

Red Feathers

Kazooie uses Red Feathers when she wants to fly. You'll have to find a Flying Pad first, and once you're airborne it will cost you a feather each time you want to flap your wings to ascend. You can hold up to 100.

Gold Feathers

Gold Feathers are perhaps the most valuable items in the game, as they allow you to use the Wonderwing and become invincible. You can hold only 10 however, so either use the Wonderwing sparingly, or be ready to refill your supply often.

Musical Notes

Without Musical Notes, Sergeant Jamjars won't teach you any moves. The standard notes can be found in plain sight, but you can be sure that the rare and valuable Treble Clefs are hidden well.

Musical Notes

Musical Notes are not just a good way to bribe Jamjars for knowledge—they often lead you though the main path of a level. Like Jiggies, get as many as you can early, because they are much harder to find in later levels.

Treble Clefs

Treble Clefs are worth 20 notes, and you won't find more than one in any given level. It's well worth your time to search the rare birds out.

Egg Ammunition

As you earn the different egg abilities, you'll have to stock up on different types of ammunition. Find an egg cache, then wait as it rapidly cycles through your available ammo choices. When you see the one you want, grab it quickly.

Blue Eggs

Blue Eggs are the only ammunition available to you when you start the game. They have no special properties, but you can carry a lot of them and they have a high rate of fire.

Fire Eggs

The first special eggs you'll receive are the Fire Eggs, and you won't be disappointed with the results. While they do more damage than Blue Eggs, Fire Eggs don't shoot nearly as fast.

Grenade Eggs

Grenade Eggs pack a huge wallop, but you can't carry as many of them. Also, make sure you're not standing too close to the intended target, or you'll be hurt by the explosion.

Ice Eggs

Ice Eggs are great for stopping an enemy in its tracks, usually turning it into a big popsicle. The effect is short-lived, however, as the baddie will quickly thaw and live to fight another day.

Clockwork Kazooie Eggs

Clockwork Kazooie Eggs turn into small remote-controlled birds that you can steer. Use the B Button to set the explosion, which will detonate 20 seconds later. You can pick up only one at a time.

Rapid-Fire Eggs

Located only in certain levels—usually where there's a Breegull Blaster involved—Rapid-Fire Eggs are both fully automatic and unlimited. They run out after a few seconds, so make the most of them while they're around.

BEAR ESSENTIALS

Tired of running back and forth? Trying to run straight up a sheer wall? Maybe you're just wondering what that funny switch is supposed to do. If it can be worn, pushed or jumped into, chances are you'll find its description on the following pages.

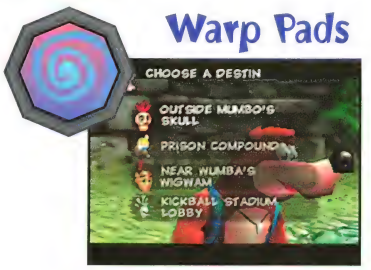
Warp Pads

Warp Pads and Silos are the best friends a pair of tired feet could ever ask for. Forget running pell-mell around a world—just activate a pad to teleport in style.

Silos

Silos are round metal portals that open up when you approach. You can use them to move between areas on the Isle o' Hags, but they will take you only to other Silos that have already been activated.

Warp Pads



Warp Pads are the pink and blue swirly spots on the ground within worlds. You can activate a pad by running across it. To use the pad, stand on it and press the B Button. Like the Silos, you can't warp to a pad that hasn't been activated.

Function Pads

Function pads are essential for completing the game. They'll often be hidden under boulders or discolored ground, so search carefully. Keep in mind that the pads aren't just scattered around willy-nilly. If you see one, you'll eventually need to use it.

Flying Pads

Flying Pads allow you to soar up, up and away, but you'll need a good supply of Red Feathers first. There are many areas of the game that can be reached only by flying, but it's also a good way to get the lay of the land.

Shock Jump Pads

For the highest jump possible, track down a Shock Jump Pad. The ensuing jump will propel you far into the air, but you'll have limited control. You can, however, make the most of a jump by pushing forward on the Control Stick at the proper moment.

Mumbo Pads

Mumbo Pads allow the shaman to perform his own special brand of Mumbo magic. The results vary from level to level, but the pads work the same. Just step onto one as Mumbo and press the B Button.

Split-Up Pads

If you see a Split-Up Pad, you'll know you have duties that must be performed solo. Also keep an eye out for nearby Swap Clouds. They allow you to switch between characters—but you must separate on the pad first.

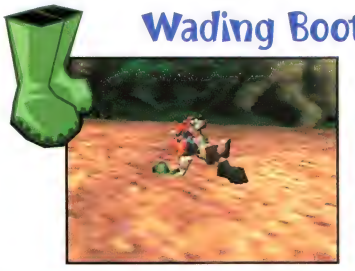
Shoes

It's gotta be the shoes! While Banjo's furry feet are too large for the crazy clodhoppers, Kazooie's delicate claws will fit nicely. The same rule of pads applies to shoes: If you see a pair, there's a use for them somewhere nearby. Use them quickly, because they don't stick around for very long. Press B to take off the funky footwear.

Turbo Trainers

To move with the speed of an Olympic runner, check out a pair of Turbo Trainers. Not only will you haul serious feathers, you can also move quickly enough to walk on water.

Wading Boots



If hip waders were this attractive, there would be fewer lonely fishermen. Strap on a pair of stylish Wading Boots to cross unpleasant environments like quicksand and swamps.

Springy Step Shoes

Springy Step Shoes allow you to reach places inaccessible by other means. Scout out your location first and make your jump true—you get only one attempt before the shoes vanish from your feet then reappear in their original location.

Claw Clamber Boots

If you see claw prints going up a wall, you can be sure there's a pair of Claw Clamber Boots very close by. The suction cup-equipped footwear allow you to scale walls by following the prints' path.

Switches and Buttons

Throughout the game, you'll encounter switches, buttons and boulders of various types. A good rule of thumb: If it looks out of place, hit it. You'll usually find a nice surprise.

Banjo-Kazooie Switches

Some switches can be activated only by the characters depicted upon them. There are lone Banjo and Kazooie switches, as well as some that show the heroes together. Step accordingly.

Train Switches

Once you activate Chuffy the Steam Engine, you can use it to ride between worlds—but only if you open the train stations first. Jump on the small switches with a locomotive on them to open a world's station.

Many Large Switches Will Help Destroy Witches

Some switches must be hit with a certain item, like a Fire Egg. Others must be pressed with a certain move, like the Beak Barge. If a switch doesn't appear to do anything, try to activate it a different way.

Special Purpose Items

Sometimes you'll encounter items that don't seem to fit in any category. They are special purpose items that you must use to perform world-specific tasks. With rare exceptions, the items will be used in the world where you find them.

So Many Items, So Little Time

Examples of special purpose items include the Big Top Tickets in Witchyworld, the Gold Doubloons in Jolly Roger's Lagoon, and the wayward Batteries at Grunty Industries.

MAP KEY

Main Items

The following items appear on the maps quite frequently. Familiarize yourself with the rather straightforward symbols, or you'll be flipping back to the key every time you look at a map.

- Cheato Page
- Claw Clamber Boots
- Drill Sergeant Jamjars
- Empty Honeycomb
- Flying Pad
- Glowbo
- Humba Wumba
- Inside World Warp
- Jiggy
- Jinjo
- Minjo
- Mumbo Jumbo
- Mumbo Pad
- Musical Notes (x5)
- Rapid-Fire Eggs
- Shock Jump Pad
- Split-Up Pads
- Springy Step Shoes
- Treble Clef (x20)
- Turbo Trainers
- Wading Boots
- Warp Silo

Switches and Buttons

Our fuzzy and feathered heroes will often encounter switches and buttons that open doors, activate machinery or somehow aid them with their quest.

- Banjo Switch
- Banjo & Kazooie Switch
- Burger Stand Switch
- Cage Switch
- Daddy T-Rex Switch
- Fire Eggs Switch
- Flying Pad Switch
- Fry Stand Switch
- Kazooie Button
- Kazooie Switch
- Lightbulb Switch
- Metal Switch
- Power Switch
- Quality Control Switch
- Raised Pillars Switch
- Rare Coin Switch
- Red Button
- Red Switch
- Safe Combination Switch
- Shock Jump Pad Switch
- Stone Button
- Stone Switch
- Toxic Water Switch
- Train Switch
- Water Gate Switch

Special Items

Much of the Banjo-Tooie experience involves collecting, rounding up or locating special items, doors or characters. Some of the fun is trying to locate them yourself, but when you get stuck you can always look for the following symbols on the appropriate maps.

- Alien Child
- Bangstick
- Banjo-Kazooie Game Pak
- Bazza
- Big Top Ticket
- Boulders and TNT
- Clinker
- Dingpot
- Door Power Slot
- Doubloon
- Eyeballus Jiggium Plant
- Floatus Floatium
- Gobi
- Heggy's Eggs
- Ice Key
- Kazooie Torpedo Doors
- Merry Maggie
- Metal Plate
- Rocknuts Tribesman
- Roysten
- Sabreman
- Saucer of Peril
- Saucer of Peril Box
- Magic Bean
- Seemee
- Skivvy
- Spy-I-Cam
- Targitzan Statue
- Terry's Egg

ISLE O' HAGS

Down the Isle

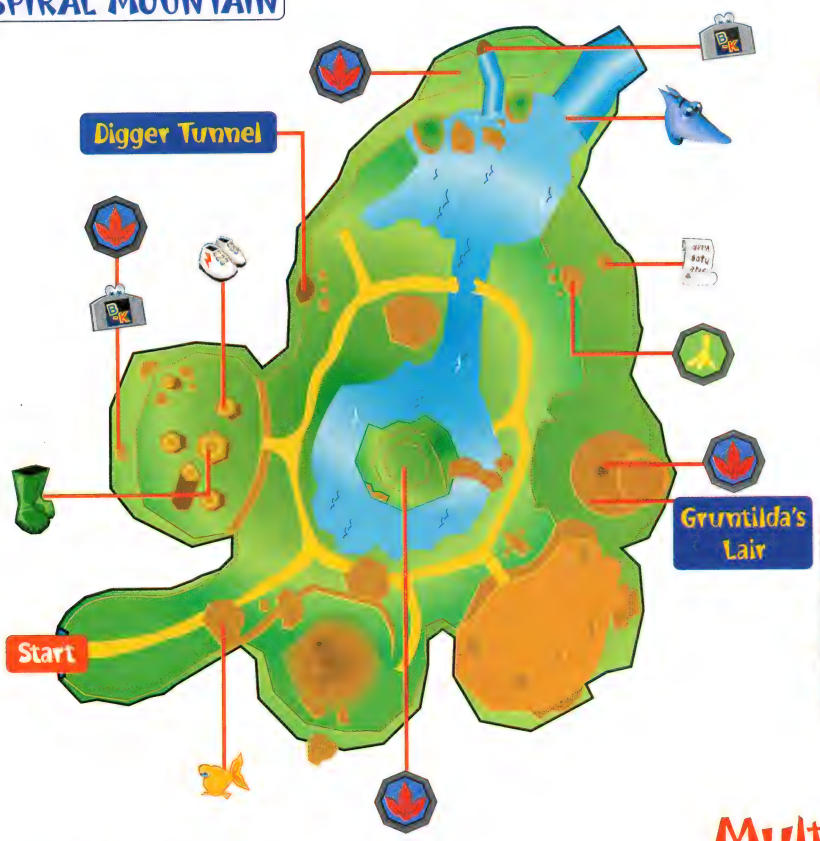
Spiral Mountain, Grunty's old haunt and the site of Banjo's destroyed abode, has a new tunnel entrance to the Isle o' Hags thanks to the witch trio's enormously destructive Digger, the Hag 1. Take the path on the left as you put Bottles' remains behind you—you can't miss it. The Isle o' Hags is the overworld that links all the marvelous levels in Banjo-Tooie together, but you won't be able to access every inch of it immediately. Take a quick spin around Spiral Mountain before you head over to the Isle.

ISLE O' HAGS

ISLE O' HAGS

If you're new to Banjo and Kazooie's universe, you should wander around Spiral Mountain, stepping on molehills as you go, to learn how to use the duo's old moves. Look around the mountain, especially Grunty's Lair, for interesting items.

SPIRAL MOUNTAIN



Cart Captor

In Spiral Mountain, fly to the top of the small waterfall then Grip-Grab up to the walkway to reach the first B-K Game Pak. Use a Grenade Egg to open up the grated cave high above the stumps, then fly over to reach the second. Both Game Paks contain Heggy Eggs. In Jinjo Village, take a right from the Digger Tunnel then use the Grip Grab to reach the last Pak, which holds the Ice Key.

The Cheatin' Kind

Fly over to the large replica of Gruntilda and enter its mouth. Cheato, the spell book, asks you to search for its pages. Cheato gives you a code for every five pages you bring to it.

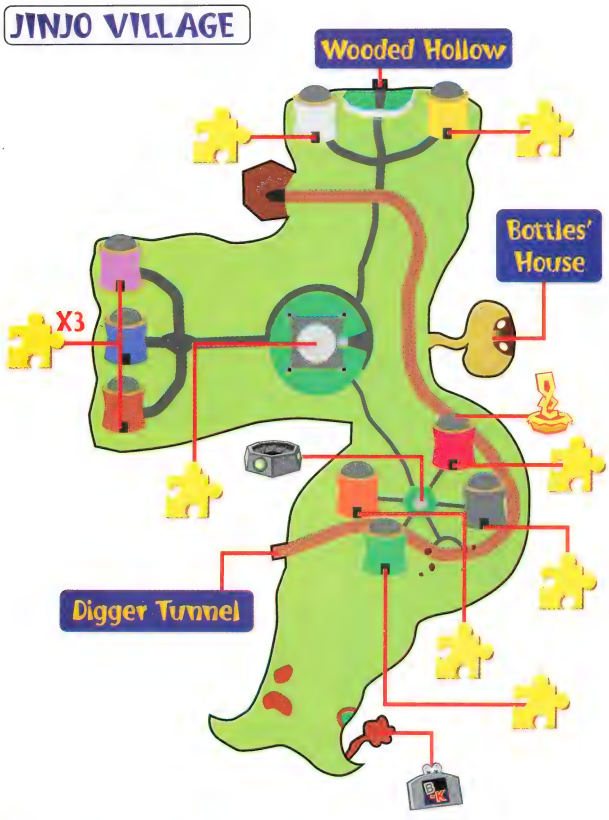
Multiplying Minion

Grunty's henchman, Klungo, is waiting inside the digger tunnel. When battling you, he drinks potions that multiply him, make him invisible or increase his size. When hit, Klungo tosses a painful potion at Banjo and Kazooie.

No matter which potion Klungo uses, one thing is certain—he's not very difficult to defeat. Three hits are all it takes to beat him.

Fish out of Water

Use the Bill Drill on the large rock just past Bottles' blackened body to rescue Roysten the fish. Take it to the water to get more air bubbles and learn how to swim faster by pressing A and B together.



Jinjo Tonic

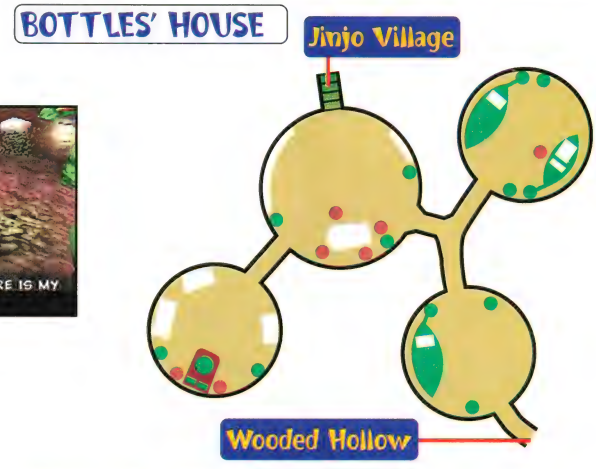
Stop in the castle at the center of Jinjo Village for an audience with King Jingaling, the Jinjo Monarch. The Witches' Digger frightened all of the Jinjos out of the village, and the King needs them back for an important kickball game. He gives you a Jiggy as incentive to hunt down his missing villagers.

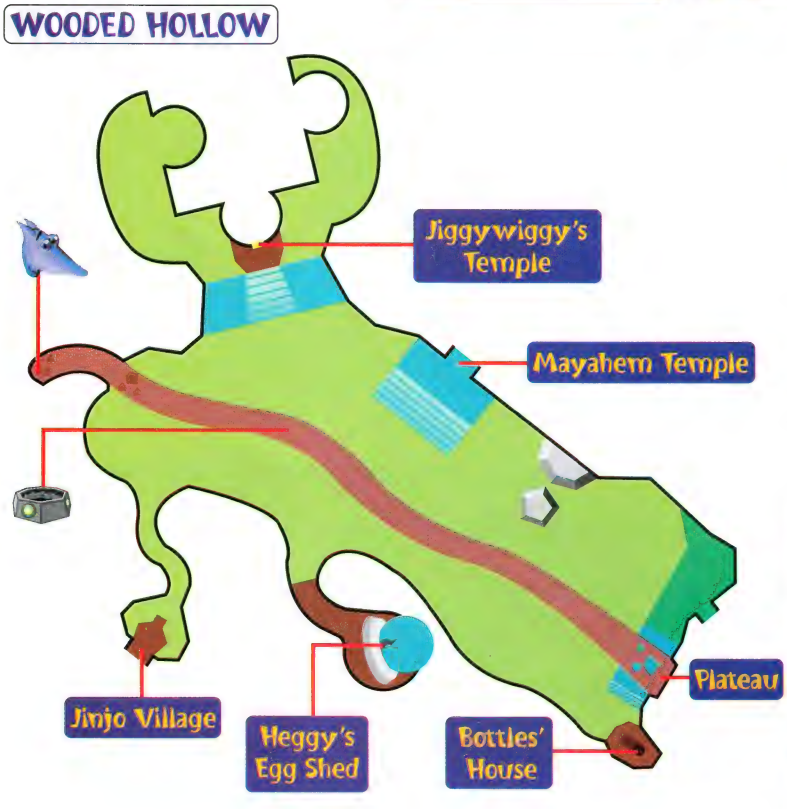
Jinjo Snap

Nine Jinjo family houses remain in Jinjo Village. The Digger barreled through the once-peaceful hamlet, destroying the Grey Jinjo Family and scaring away the unharmed Jinjos in the process. As you pick up Jinjos, they fly back to their houses. When a family is completely reunited, you automatically get a Jiggy as a reward.

Bottles Opener

At Bottles' House, you'll meet his family. They know nothing of Bottles'...accident. In Goggles' room, you'll receive the Amaze-o-Gaze Glasses, and in Speccy's room you'll find the exit to Wooded Hollow.

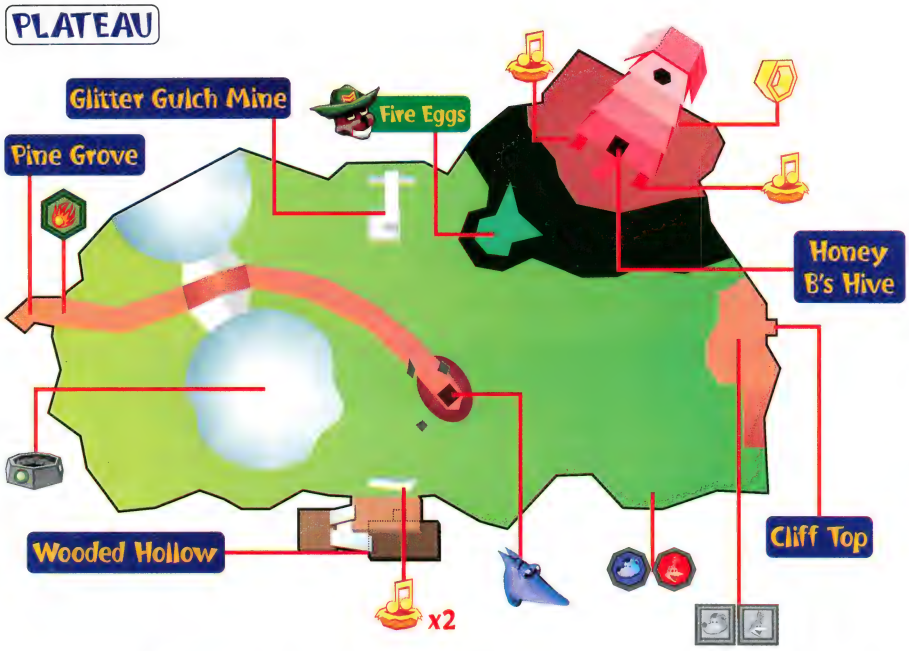




The Hatch Game

Take the path across from Mayahem Temple to Heggy's Egg Shed once you've picked up the Heggy Eggs inside the Banjo-Kazooie Game Paks. Heggy hatches the eggs for you to reveal the Breegull Bash move and the Homing Eggs. Use Kazooie's Hatch move on the yellow egg at the top of the Shed to open up the Jinjo character for use in multiplayer games.

PLATEAU

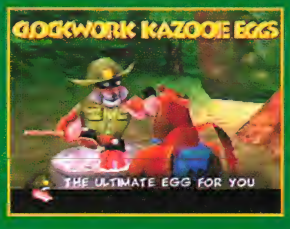


B-Girl's a Honey

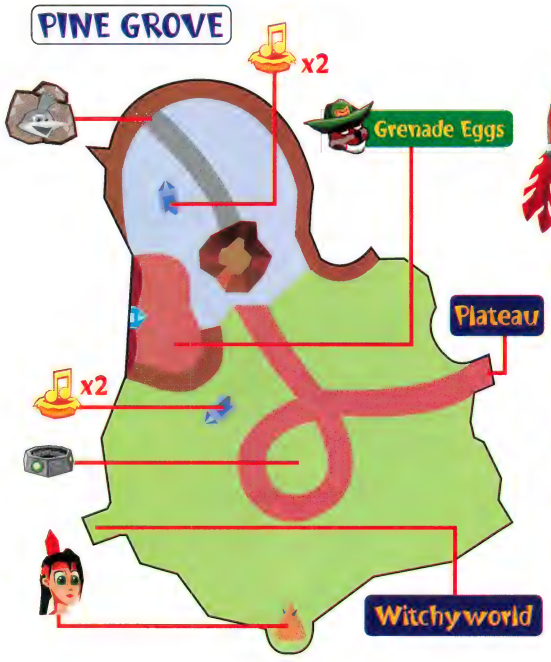
Honey B will extend your energy bar when you bring her Empty Honeycombs, and the number she requires will increase each time she performs the service.

Eggs Over Easy

Banjo and Kazooie learn how to use four new types of eggs this time around, and all four are learned in the overworld, usually on the way to a new area that requires their use. Make sure you stop to have a lesson with Jamjars when you're visiting the Plateau for the Fire Eggs, Pine Grove for the Grenade Eggs, Cliff Top for the Ice Eggs and Wasteland for the Clockwork Kazooie Eggs.



PINE GROVE



Wumba Magic

Banjo isn't affected at all by the overworld's Wumba Magic, but Kazooie becomes a fierce, little, green, fire-breathing Dragon. You can use the Dragon in any area. You'll need the Ice Key and Kazooie's Torpedo Move to work the magic.

Use Kazooie to torpedo the door in Glitter Gulch Mine's Waterfall Cavern, then swim.

The Ice Key will open the newly revealed safe where you'll find a Mega-Glowbo.

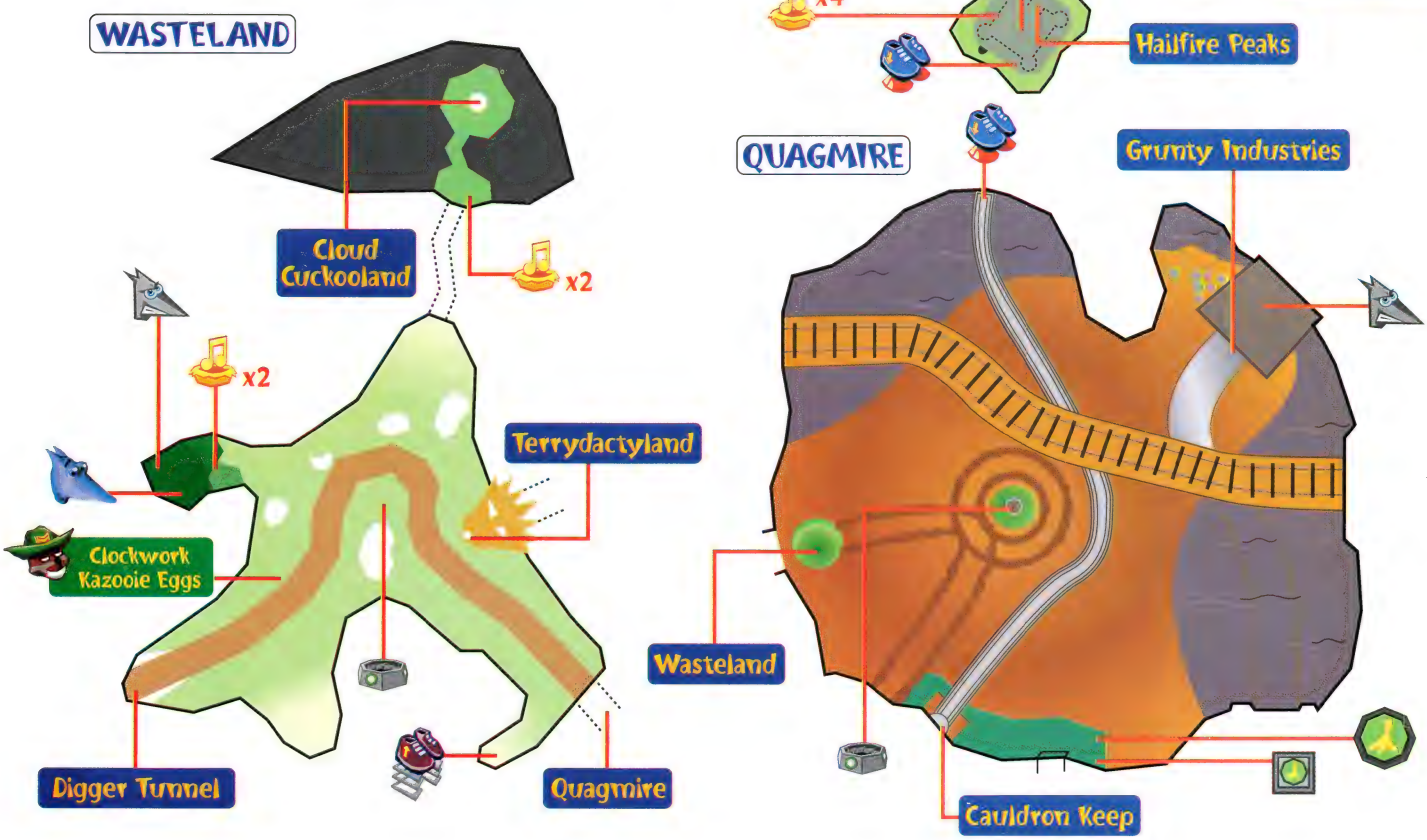
Take the Mega-Glowbo to Wumba's Wigwam outside of Witchyworld.

Mumbo Magic

Use the Grip Grab to reach the Train Switch on the Cliff Top just opposite the tracks. Use the Sack Pack to pick up the sick dinosaur in Terrydactyland, climb aboard Chuffy and ride to the Isle o' Hags stop. Mumbo will heal the sick dino.

The Invisible Minion

Use the Talon Torpedo to open the entrance to the Digger Tunnel between Pine Grove and the Wasteland. Your battered welcoming party, Klungo, will try to stop you with one of his potions. He may be a little harder this time—but still not tough.



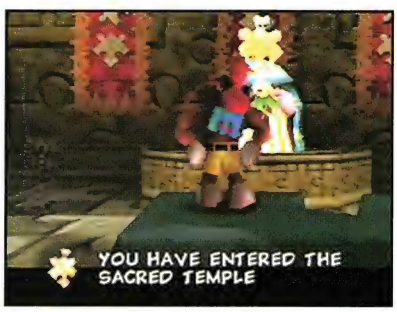
GETTING STARTED

If you want to enter any of the wacky worlds separating you from the wicked witches, you must follow the way of the Jiggy. Your first opportunity for a Jiggy comes in King Jingaling's Throne Room. Take the Jiggy and run to Wooded Hollow, then enter Jiggywiggy's Temple.

Jiggywiggy's Temple

Master Jiggywiggy celebrates the magic and mystery of golden Jiggy pieces and the Crystal Jiggy in Jiggywiggy's Temple. If you have enough Jiggies—and at first, you need only one—Jiggywiggy's Disciple will let you enter the Temple. Master Jiggywiggy will explain that you must earn the right to enter each area by completing a jigsaw puzzle within a time limit. If you pass Jiggywiggy's test, the Crystal Jiggy will start to shake, sending a burst of power to blast open the locked doors barring your entrance.

The first time through, you enter Wooded Hollow from Bottles' House. Subsequently, it's best to use the Silos to get there quickly. You activate the Silos by passing close to them. After you've passed two—say, the one in Jinjo Village and the one in Wooded Hollow—you can jump inside and warp between them.



The puzzles become more difficult as you continue. To open Mayahem Temple, you need to place just a few pieces in the puzzle. You have ample time.

When the last piece is placed, Master Jiggywiggy and the Crystal Jiggy will show you the way to the new area. Pay attention to the route, then set off!

MAYAHEM TEMPLE

Methods of Mayahem

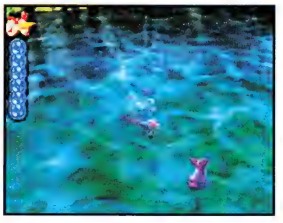
To reach Mayahem Temple from King Jingaling's Throne Room, take a shortcut through Bottles' house, which is directly across from the entrance to Jingaling's place. Walk through Bottles' house and exit by the kid playing with the toy plane. Take the path to the first building on the right, which is the entrance to Mayahem Temple. If you're coming from Jiggywiggy's Temple, just walk to the first and only building on the left as you exit the Temple.

MAYAHEM TEMPLE

Smothered in lush greenery, Mayahem Temple is an ancient stone city showcasing the finest in pyramid-shaped architecture. Dart-spitting statues and jungle cat soldiers keep a close watch over the surroundings, and they'll attack if crossed.

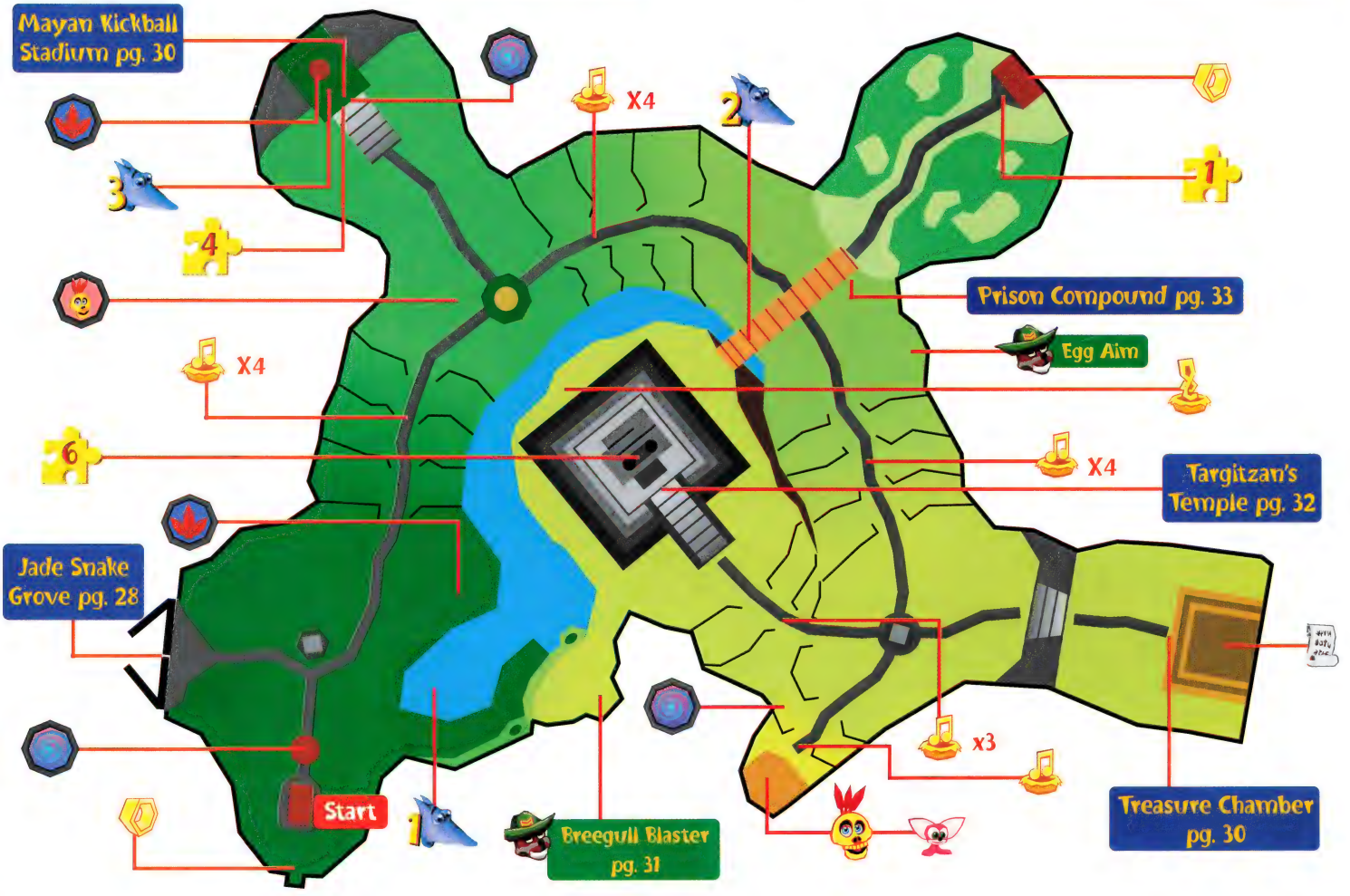
1 Make a Splash

Jump into the water to the right of your starting point, then dive down to rescue the first Jinjo. Press the B Button to submerge yourself. Watch the bubble gauge at the left of your screen—if it runs out, so will you.



Beautiful Music

You'll find golden notes scattered throughout every level. Grab as many as you see, then talk to Sergeant Jamjars—he'll teach you some essential maneuvers in return. Also keep a sharp eye out for the rare golden Treble Clefs, which are worth 20 regular notes.



Egg Aim

You'll find Sarge underneath and to the left of the suspension bridge. Talk to him to receive the Egg Aim skill. It's a necessary talent to master, and it will be much easier if you get the Amaze-o-Gaze glasses first, as they allow your Egg Aim to work like a sniper rifle's scope.

2 Got Jinjos?

You'd think a Jinjo in the open could find his own way home, but they're not the brightest critters around. There's a Jingo standing in the middle of a rickety wooden bridge. To locate the bridge, look for Targitzan's Temple—the stone pyramid in the middle of the field. The bridge extends from the base of the temple to the right of the stairs to the top.

1 Have a Cow

You'll find poor Bovina the cow at the far end of the suspension bridge. Lend a sympathetic ear to her fly infestation problem, then get to work. Use your newfound Egg Aim ability to take out all of the loathsome airborne pests. Bovina will be so pleased, she'll reward you with a Jiggy and some rather scary dance moves.

Mumbo Magic

Give Mumbo the Glowbo that's flopping around just inside his skull to harness the awesome power of his shaman magic. You'll be able to seize control of the Golden Goliath, a huge statue near the entrance to the level. Goliath is useful for opening doors, destroying the dart-spitting Sput Sputs, and smashing bothersome boulders.

2 Do the Statue Stomp

Once you become Mumbo, walk back to the gold statue head peering out of the ground. Step on the nearby Mumbo Pad to take control of the Golden Goliath. Trudge over to the stone doors near the entrance and kick them open. Go through the doors and turn left until you see some quicksand. Stomp through the Dragunda-infested sand and grab the floating Jiggy. You won't have much time, so move quickly.

3 Roof Rescue

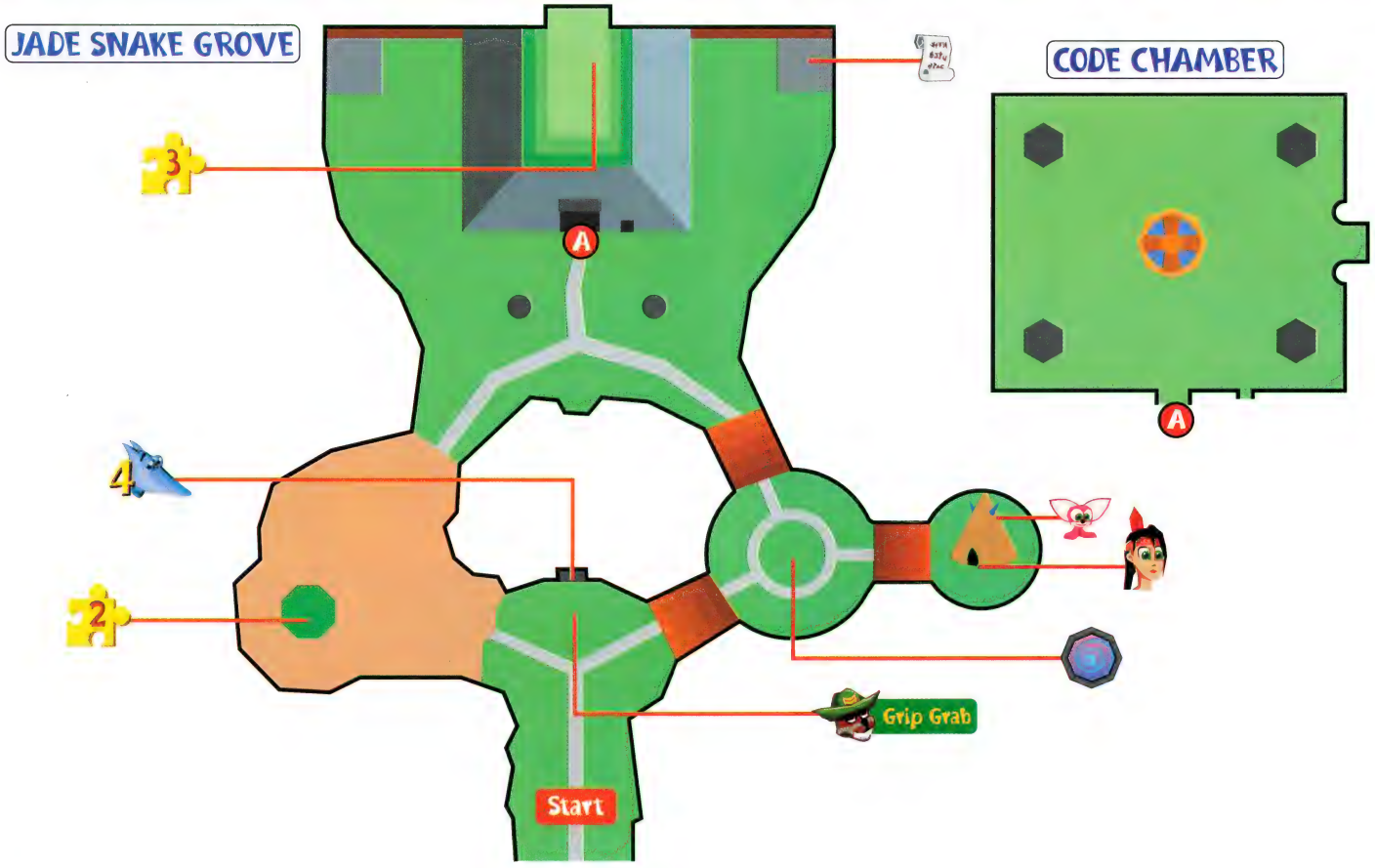
Nothing is worse than hearing a Jinjo's plaintive cries for help. Find the large boulder near the lake and smash it with the Golden Goliath to reveal a Flying Pad. Switch back to Banjo, then make for the pad and take flight. Soar up and to your left until you see the Jinjo on top of the Kickball Stadium.

Grip Grab

Sarge's grueling boot camp taught him a few things about hanging on by his fingernails, and he's happy to pass along the knowledge. The Grip Grab allows you to grasp ledges and shimmy along their length. It may put Banjo in a vulnerable position, but Kazooie can attack any enemies who give him trouble.

4 Just a Jinjo Jump

Once you enter the Jade Snake Grove, look directly ahead and up. You'll see a lone Jinjo standing in a small cave. Align yourself under the lost soul, then perform the Flap Flip Jump. You should leap up and hang on the ledge—provided Sarge has taught you the Grip Grab maneuver. Pull yourself up and free the Jinjo.



3 Paranoia Will Destroy Ya

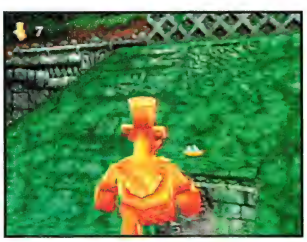
Ssslumber the Snake is a twitchy fellow who's convinced that everyone is after his precious Jiggy—and since you're about to steal it, he's right to be nervous. Wait until the drowsy diamondback settles in for a snooze, then use the Flip Flap Jump and leap onto the lower-right corner of his nest—the one that's solid green. Walk very slowly over the crackly brush and grab the Jiggy. If you walk too fast, he'll swallow it whole.

Cheaters Always Win

Ssslumber will continue sleeping after you've secured his Jiggy, allowing you unfettered access to his temple-top domain. Drop down one tier then head right—you should see a ledge overhead. Grab onto it using the Grip Grab, then inch yourself along. You'll encounter two angry Snapdragons during your travels. Wait for them to pounce from their shells, then peck them senseless. You can use Grenade Eggs to take the Snapdragons out before you even grip the cliff, but sometimes they'll reappear before you can cross safely. Make it to the other side for one of Cheato's Pages.

Catch a Code

While you have control of the Golden Goliath, use his Shaq-sized feet to kick down the Jade Snake Temple doors. Inside you'll find the Code Chamber, a mammoth wall of letters used to input cheat codes. You probably won't have collected enough Cheato Pages to make use of it yet, but remember the location for when you do.

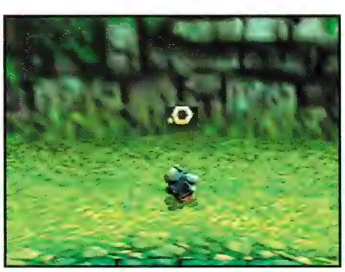


Wumba Magic

Normally you'd be wary of a glowing hole full of pink ooze, but Wumba's pool is as harmless as a warm bath. Toss a Glowbo in to harness the power of the Stony. Once you do, you'll be able to talk to other Stonies, play some kickball or just enjoy waddling along the trails.

You Speak My Language

Scattered throughout the Mayahem Temple level are a number of small stone statues. If you approach them as Banjo, the statues will speak nothing but jibberish—but if you appear to be a Stony, the statues will converse in perfect English. The talking statues will dispense a wide variety of information. Some of it is pretty straightforward stuff, but often they'll have an important clue or even a necessary secret. While in Stony form, take advantage of your small size to find treasure in tight spots.



4 Kickball Fever

If racing is the sport of kings, then kickball is the sport of polo players too poor to afford a horse. Because Stonies are too heavy for a horse, kickball suits them just fine. Transform into a Stony, then talk to the very large guard standing at the entrance to the kickball stadium. Once inside, you can undergo rigorous training with Washed-Up Player-Coaches, or simply jump straight into tournament play. There's a fabulous prize for the winner, as well as numerous endorsement deals.

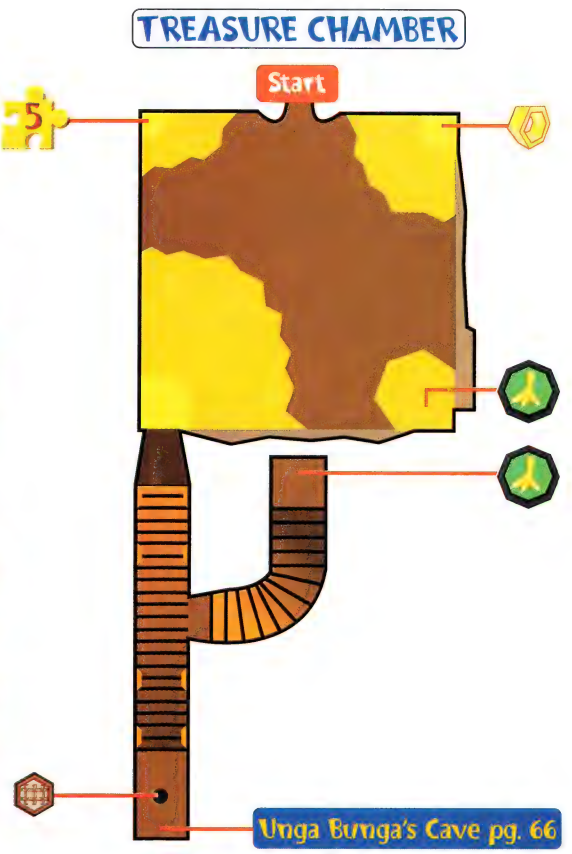
Yellow balls are worth two points, while red balls take away a point. Focus on boosting your own score, but keep an eye on the other players. If their score gets too high, toss a red ball into their goal.

If you make it to the finals you'll find bombs scattered on the field. Pick them up and quickly hurl them at opponents. The bombs will disorient them long enough for you to score a few easy goals.

If you manage to become champion, a beautiful Jiggy will be yours. The stone doors will remain open, so you can return to the kickball temple anytime you feel the urge for some furious footwork.

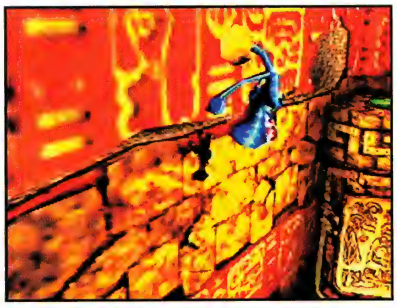
Statues of Limitations

Across the way from Mumbo's skull sits the Treasure Chamber. Unfortunately, its golden doors have been sealed shut—probably to keep out Jiggy-thieving bears. Head for the temple and locate the six statues on its outer facade. If you shoot each one with your Egg Aim, the golden doors will open up as easy as pie. Once inside, you'll discover the great Chief Bloatazin. The chubby chief was recently appointed guardian of Targitzan's Priceless Relic Thingy—which he promptly allowed to be stolen. As an incentive to look for his treasure, the chief will open a rooftop door that leads to a Cheato Page.



Grip Grab Gymnastics

It's tempting to dive into the huge piles of money and roll around gleefully, but you've got a mission to complete. Use the Talon Trot to climb up the pile of gold to the left of the doorway. Grip-Grab the ledge, then make your way across. Once you're on the other side, drop down to a Shock Jump Pad. Use the pad to Grip-Grab a second ledge, then make your way to a tunnel in the wall. Jump into the tunnel and follow it. Look to your left as you walk so you don't miss the side tunnel then walk down the secondary passage and use the second Shock Jump Pad to reach one of Cheato's Pages. Once you have the page, head back to the main tunnel to continue on your recovery mission.



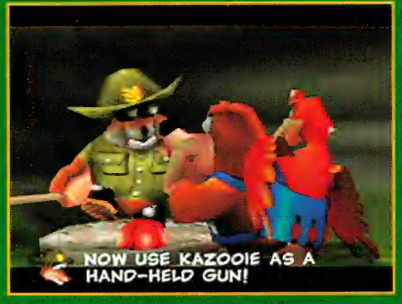
Inch your way across the ledge and wait for the Snapdragons to strike, then attack with Kazooie. Remember that they live both under and over the ledges.

5 Always Let Sleeping Cavemen Lie

Unga Bunga's had a hard day of thievery, and it's time for a nap. Carefully sneak across his dry tinder bed, then jump up and grab the relic. If sneaking isn't your bag, you can also jump into the fire closest to the tinder—it will propel you into the air and let you leap over the tinder. Once you have the statue, run back to the chief. He'll reward you with the treasure you've been after all along.

Breegull Blaster

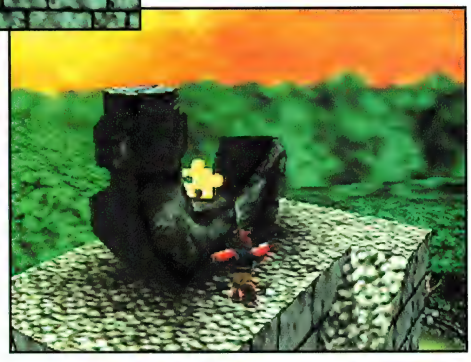
You'd think Kazooie would be annoyed if Banjo grabbed her by the neck and squeezed eggs out, but she doesn't seem to mind. The dreaded Breegull Blaster allows you to turn your feathered friend into a handheld, semiauto, egg-launching weapon of mass destruction. You'll be able to use the blaster only in certain areas, but you'll need it if you hope to complete Targitzan's Temple.



Once you're in Breegull Blaster Mode, you'll have extra movement options. Press the right and left C Buttons to move sideways, and top and bottom C to look in those directions.

6 Trot to the Top

You'll find another Jiggy at the very top of Targitzan's Temple, nestled amid brilliant orange clouds and some serious wind shear. You can fly up there once you've used the Golden Goliath to remove a boulder covering the Flying Pad, but why not save the feathers? Walk up the stairs to the top of the temple, then move around the right-hand side. You'll see a ramp waiting for you, but it's too steep for Banjo to scale. Use the Talon Trot to make it up the slippery slope, then take in a spectacular view while you add to your impressive collection of Jiggies.



Grab Some Greens

There are 25 green statues inside Targitzan's Temple, but don't fret—they're all in plain sight and lightly guarded. You'll receive five in one blow in the large center room, but a dart-spitting statue watches over them. Shoot the statue between the eyes to send it spinning.

Secret Jinjo Door

There's a Jinjo near the entrance to the two sacred chambers. You'll have to open a hidden door to find the critter, as he's too high up for you to reach. Once you locate the Jinjo, face him and turn left. Go through the passage, turn right, and walk almost to the end of the room. The door is on the right.

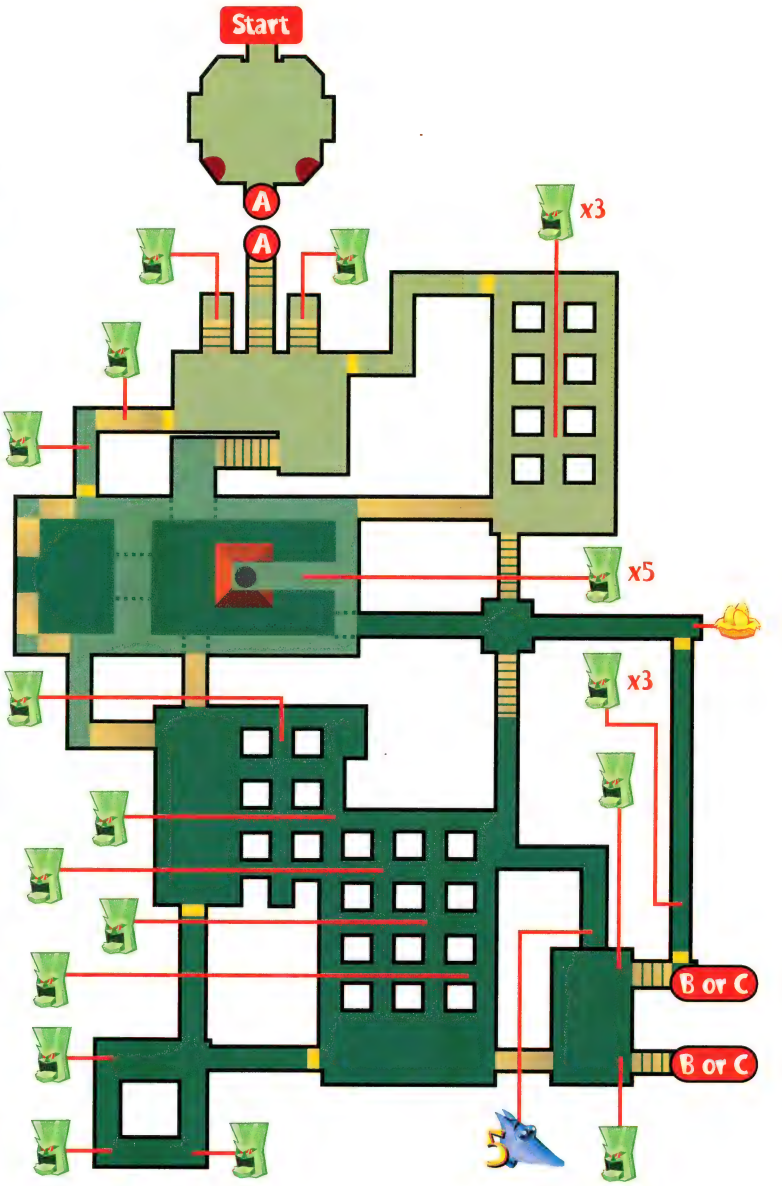
Easy Jiggy

The door to the Slightly Sacred Chamber will open after you collect 10 statues. Its danger and horror cannot be overstated. Flee in terror from the empty air. Run screaming into the night when faced with a non-existent final boss. Or just grab the Jiggy and move on.

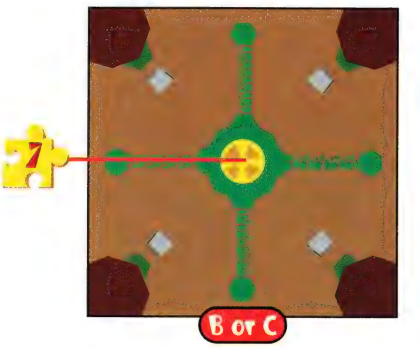
The first of the two chambers you enter will always be slightly sacred, regardless of the doorway you use.

The undefended Jiggy in the first chamber is yours to take. Think of it as a gift.

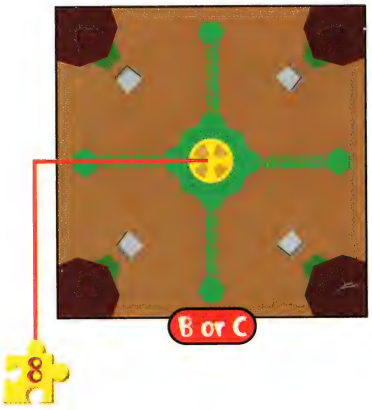
TARGITZAN'S TEMPLE



SLIGHTLY SACRED CHAMBER



REALLY SACRED CHAMBER

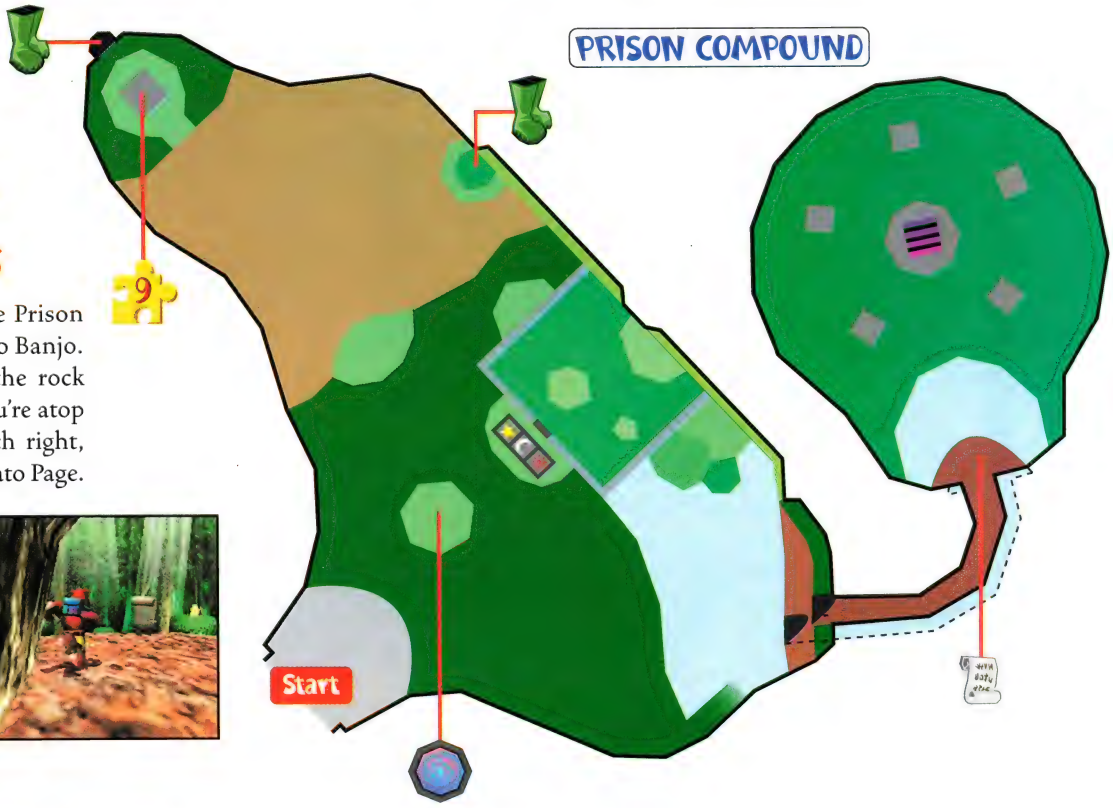


8 Totem Troubles

Deep in the Really Sacred Chamber you'll discover Targitzan, the Mayan God of Target Shooting. He'll rise from the ground, spin in mad circles and fire darts in your direction. Wait for the lit bull's-eye targets to face you, then shoot them. Use the stones scattered around the room for cover and watch out for club-wielding Moggie henchcats. Targitzan sends them out every time you destroy one of his segments.

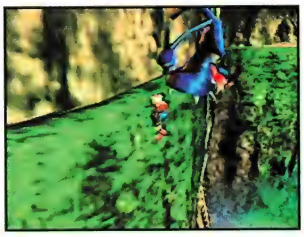
If you manage to defeat Targitzan, he'll introduce you to the awe-inspiring experience of his Sacred Self-Destruct. Make sure you're far, far away when the big fella blows, but come back for the Jiggy.

PRISON COMPOUND



Like a Page over Troubled Waters

Use the Golden Goliath to open the Prison Compound door, then change back to Banjo. Dive in the water, then jump up the rock platforms near the back wall until you're atop the jail cell. Grip-Grab the cliff, inch right, and climb in the tunnel to find a Cheato Page.



9 Give 'Em the Boot

Clamber to the top of the jail cell the same way you did to get Cheato's Page, but Grip-Grab the cliff that heads left. Once you see a pair of Wading Boots, drop down. Don the fabulous footwear, then stride across the quicksand unscathed to retrieve a Jiggy. Don't worry if your boots disappear—there's a second pair in the alcove above the Jiggy.

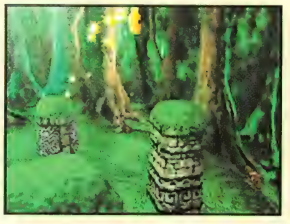
See Page 37

Drill This into Your Head

Once Jamjars has taught you the Bill Drill maneuver in Glitter Gulch Mine, you can return to the Prison Compound and retrieve a Jiggy. Dive into a pool of water in the compound then swim through a tunnel to reach a clearing. You'll see a large boulder surrounded by five pillars. Perform the Bill Drill on the rock to open up an underground passage.

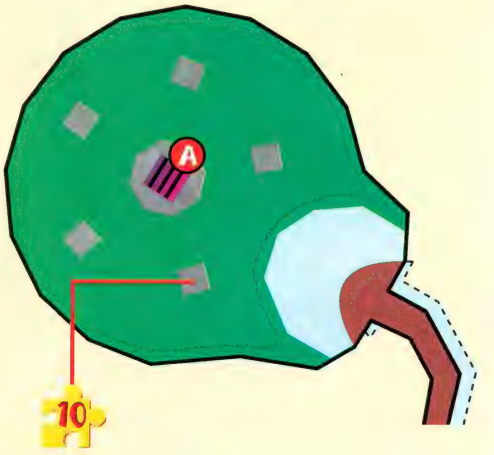
10 Pester the Pillars

Once you're underground, find the first pillar to the right of the entrance. Jump into it to see an above-ground shot of the Jiggy leaping to the next pillar. Continue hitting them until the Jiggy lands on the shortest pillar, then run above ground to secure it.

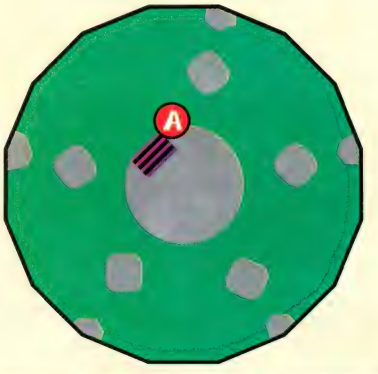


You don't have a lot of time. Once you bump the first pillar, you'll have only a few moments to get the piece to the fifth pillar before the Jiggy resets itself. Use the Talon Trot to run back and forth.

PRISON COMPOUND



UNDER THE PILLARS



Start Making Sense

The stone statue near the entrance of the Prison Compound knows a code to open the jail cell. As you know by now, unless you transform into a Stony you'll never understand him. Use the Warp Pad to move quickly to Wumba's Wigwam.

Rodent Retrieval

Poor little Dilberta, the rodent miner, has been imprisoned for false crimes. After the stone statue tells you the proper sequence, step on the stones in front of the jail cell. Once it's open, a grateful Dilberta will ask you to remove a large boulder. Since you've come this far, oblige the little lady and Bill-Drill the rock. You'll open up a passage to Bullion Bill's Place on the outskirts of Glitter Gulch Mine.

If you step on the wrong switch, just start over. Don't get so involved in stepping that you forget to look for enemies.

After you learn the Bill Drill move, return to Mayahem Temple to remove the boulder in Dilberta's cell.

GLITTER GULCH MINE

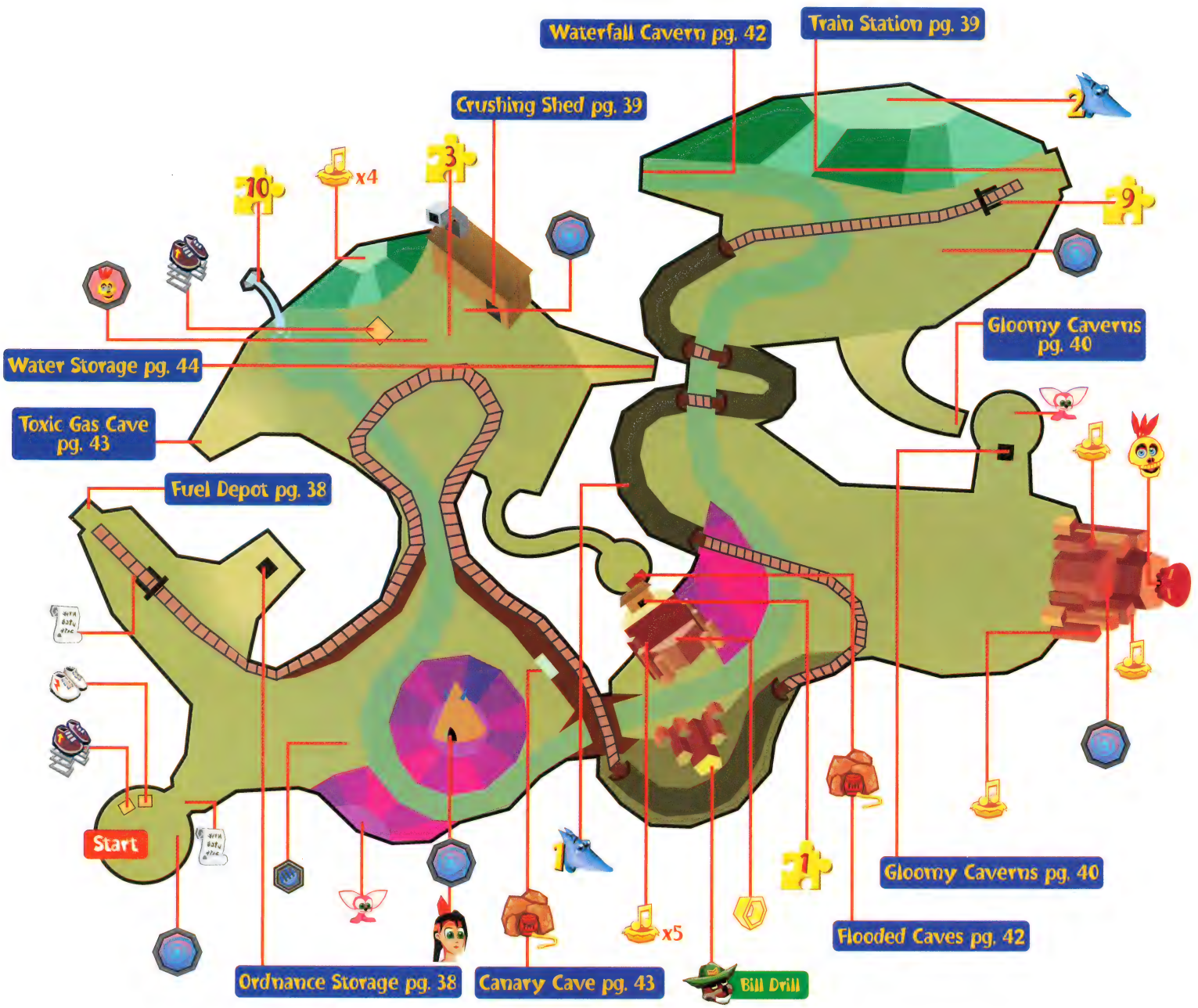
Reaching a New Plateau

x4

The crumbling ledges that looked so forbidding on your first pass through Wooded Hollow are child's play once you have the Grip Grab move at your disposal. Slide over to the door in the ruins that leads to the next stage of your adventure. On the other side, you'll find the greenery of the hollow replaced by an arid plateau in the clouds. The rocks and dirt there are held at bay by old boards—the remains of a western mining operation. The entrance to Glitter Gulch Mine sits open amid piles of coal, beckoning you to climb down into the dark.

GLITTER GULCH MINE

Instead of a friendly "howdy," the inhabitants of this wild western world offer up TNT and poison gas when a furry traveler wanders into town. But don't run off, pardner. There's plenty of gold—gold Jiggies—in them thar hills.



Wumba Magic

Ever felt like you could just explode? Indulge those urges after you take the plunge into the Wumba Pool. The Detonator does a different type of plunging when quarrelsome cowpokes come a-lookin' for a fight. The resulting blast takes away one Honeycomb, but it also takes away an enemy.

It's a Blast

Never leave a job half-finished. Some miners strained their backs to place big barrels of TNT in front of several blocked entrances but obviously left their matches at home. Jump on the idle fuses in your Detonator form to set off a satisfying explosion. The blasts will reveal doorways to unexplored areas of the mine.

Bill Drill

Put away that jackhammer and reach for a Breegull instead. The powerful Bill Drill move will reduce the most stubborn boulders to gravel in seconds. The rocks often conceal treasures, Jinjos or special pads.

Reunion with a Rat

Bullion Bill has lost his rodent companion, and he's powerfully lonesome. His burrowing partner, Dilberta, went and got herself trapped in the Mayahem Temple Prison Compound. Bust the repulsive critter out using the Bill Drill for a gilded prize.

Tunnel Vision

A Jinjo on the train tracks is easy enough to rescue, but you may not even realize it's there until you walk into the tunnel across from Mumbo's Skull. You may be suspicious of such easy Jinjo discoveries in later stages of the game, with good reason.

Under Pressure

You've probably grown accustomed to the muffled pleas of help from trapped Jinjos, but the plaintive calls near the Train Station seem to come from nowhere. A quick look around the top of a nearby hill will reveal the source: One of the hapless creatures is stuck under a boulder. The Bill Drill will make quick work of the offending rock and allow you to reunite the grateful Jinjo with its family.

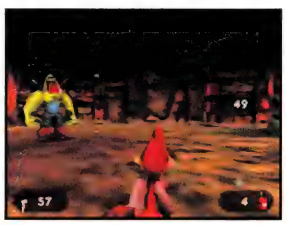
ORDNANCE STORAGE

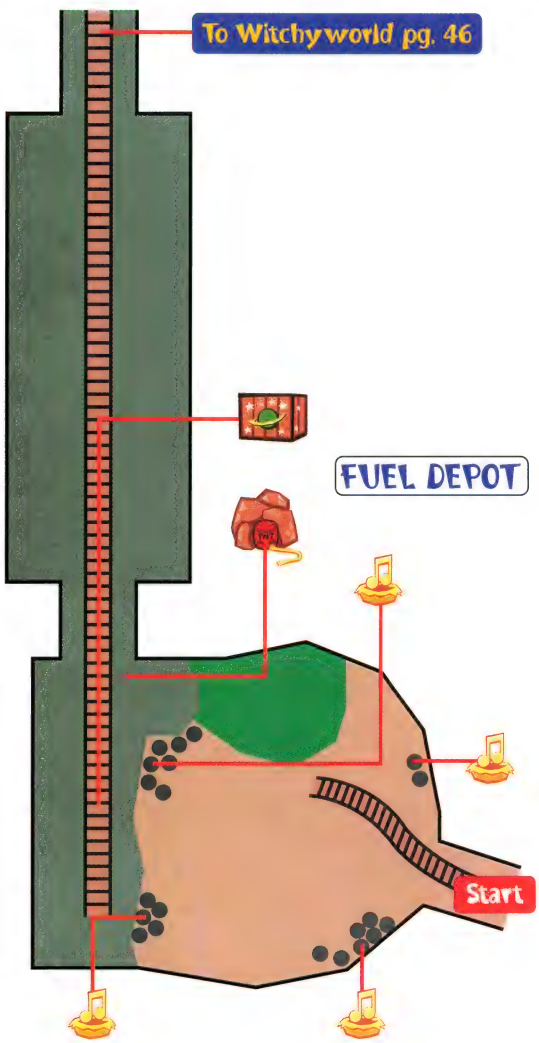
Beak Bayonet

There's nothing more dangerous around explosives than a bird-toting bear with a happy trigger finger. Jamjars will teach you the Beak Bayonet move, which thrusts Kazooie's pointed bill into targets when you press the A Button.

2 Kid Dyn-o-mite

Dynamite used to be so much easier to handle when it didn't bounce around on its own. Bill didn't properly secure his explosives down in Ordnance Storage, and look at the result: timed bundles of TNT wandering around mazelike corridors. Rustle up the rogue explosives before time runs out using the Beak Bayonet. You won't have time to wander, so pick a route and stick to it.

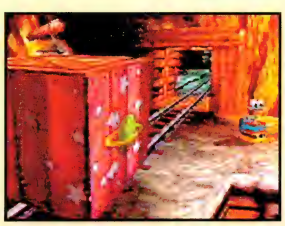




See Page 51

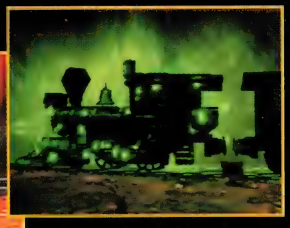
Space Box

The star-spangled box hovering over the train track in the Fuel Depot looks a little out of place in the rustic environs of Glitter Gulch. Blast the rocks as a Detonator to open a path to Witchyworld.

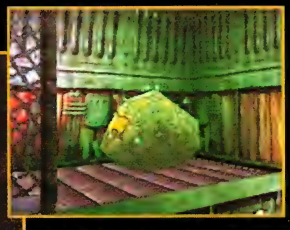


Mumbo Magic

Before you strap on your back brace, consider the labor-saving possibilities of Mumbo Magic. The skull-faced Shaman has some heavy lifting to do in the mine that will put you on track for a pair of Jiggies. His resurrection of Chuffy will also provide you with critical rail transport to otherwise inaccessible worlds.



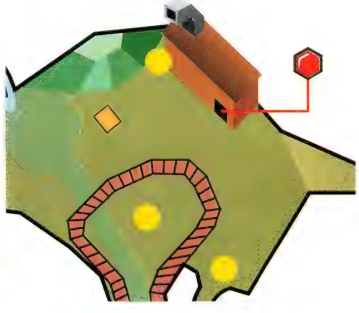
Return Chuffy the train to all its steam age glory through magical levitation. You'll find its grubby owner in the locomotive.



A Bill Drill won't put a dent in the boulder bearing an enticing gold symbol. Mumbo will lift into the crushing shed.

3 Golden Jiggy Chunks

Once Mumbo drops the Jiggy Boulder in the Crushing Shed, you'll want to turn on the crushing wheels by Beak-Barging the activation button. The machine will scatter three Jiggy pieces outside the shed. Their locations are shown on the map.



4 Building up Steam

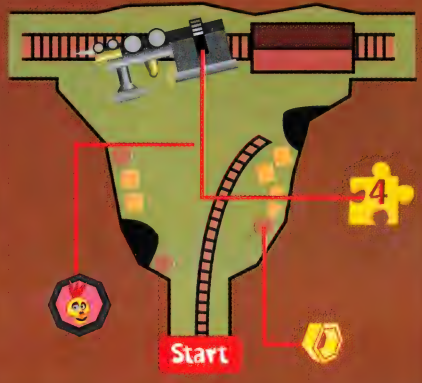
The hulking hunk of metal you'll discover in the Train Station is actually an operable steam-driven train. It just needs to be righted on its tracks after a derailment. Chuffy the train will eventually take you between worlds, but first you'll need to wrench its controls away from Old King Coal.

Take up a central position in the boiler then pelt Old King Coal with eggs. He'll eventually run out of body parts.

The boiler king will change his hard-line position on lending out the train and hand over a Jiggy to you.

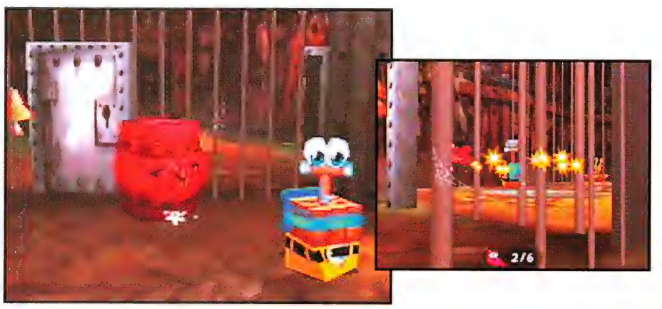
Step on the train control pad to move from station to station—once you have an open station to visit.

TRAIN STATION



3 In the Hoosegow

When you agreed to round up King Jingaling's errant subjects, you didn't sign on for a jailbreak. Still, a promise is a promise. As luck would have it, someone left a keg of TNT next to the door of the Jinjo's cell. Take a dip in the Wumba Pool, then come back to the cell as a Detonator. After you take care of the guard just inside the door, send the jailbird to his halfway house back in Jinjo Village.



The Jinjo's cell is accessible only through a door adjacent to a locked cell. The TNT will take care of the door, and you can take care of the guard inside the cell.

5 Darkness Visible

The name Gloomy Caverns should give you some idea of what you'll face in the caves under Glitter Gulch. Instead of installing electrical wiring in the caverns, the miners depended on rickety generators to light their way on the land bridge that stretches across the chasm. After you've completed your Fire Egg lesson on the Isle o' Hags Plateau, you'll be able to fire up the generators. They'll automatically turn off after a few seconds.

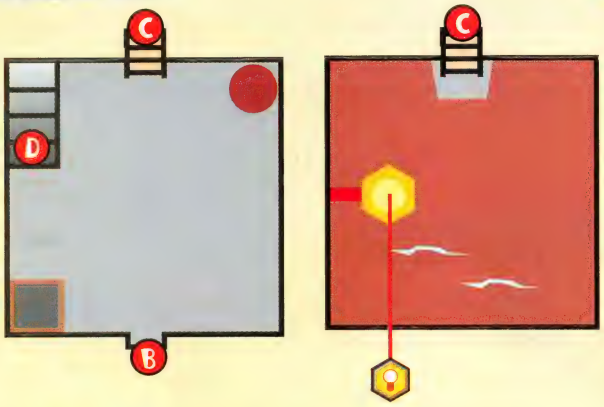
Look for the shining Jiggy in the distance. Use the caution stripes as a guide for jumping if you get caught in the dark on the hanging gangplanks.

See Page 47

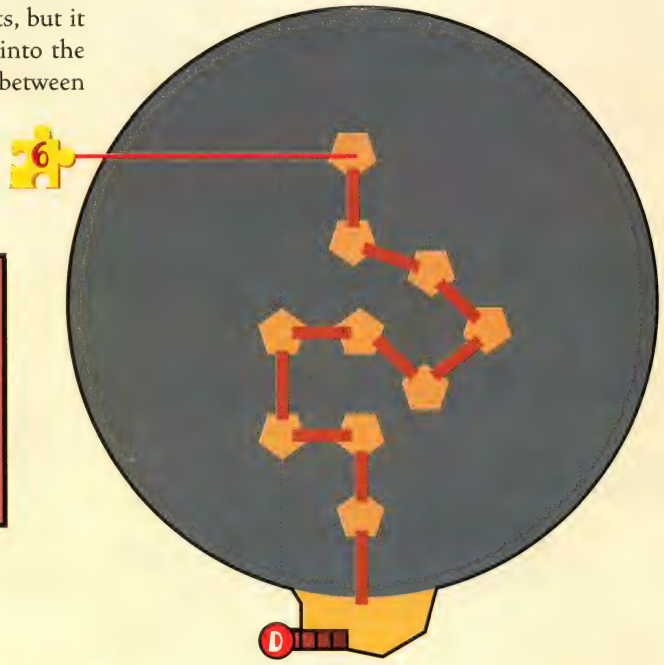
Switching to Manual

A Jiggy glows brightly in the middle of a dark chasm in the Power Hut Basement, though not brightly enough to light your way across the circuitous network of wooden planks that leads to it. You can attempt the crossing without turning on the lights, but it isn't recommended. One misstep will send you tumbling into the abyss. Instead, set the task aside until you divvy up duties between Banjo and Kazooie.

POWER HUT



POWER HUT BASEMENT



Take a Little "Me" Time

As much as they enjoy each other's company, Banjo and Kazooie will have to separate at several points in the game to accomplish their objectives. Look for Jamjars near the Big Top when you get to Witchyworld. He'll show you the proper way to use Split-Up Pads.

Come on Banjo, Light My Way

You'll find the Split-Up Pads on a small ridge outside the Power Hut Entrance. Hop on the blue Banjo Pad to make Kazooie hop out to her own pad. Move Banjo into the Power Hut, where he'll find a power switch on the floor upstairs. Once he's on the switch, press the A Button to gain control of Kazooie.

6 Plank Prowl

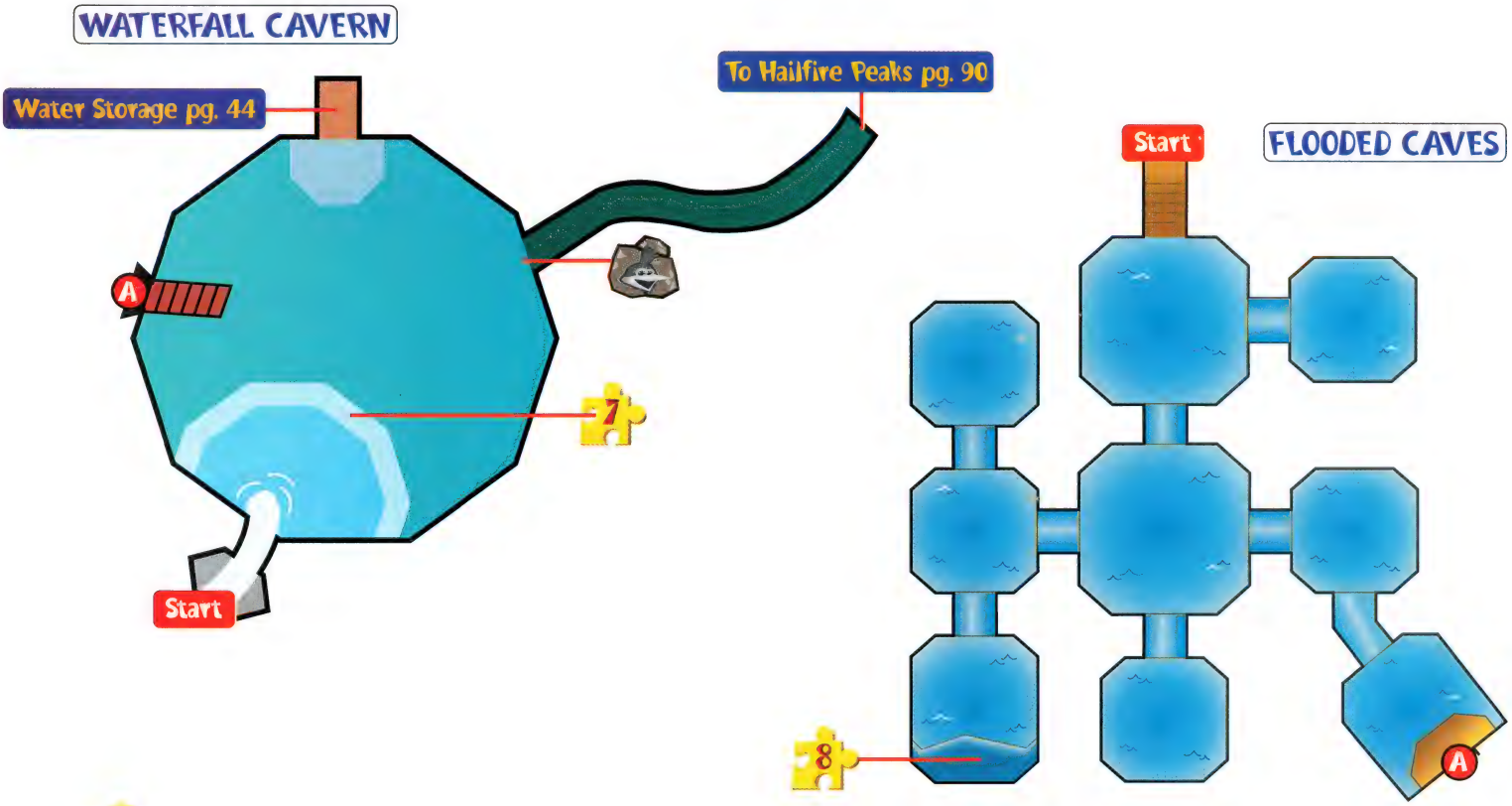
As long as Banjo stands on the light switch, the lights in the Power Hut Basement will stay on. It's up to Kazooie to navigate the trail of planks and pedestals that lead to the Jiggy. Since you have plenty of time, it's best to move as slowly as possible. Kazooie can be more difficult to control while she runs.

7 Over the Falls

The stream that winds through Glitter Gulch leads to a spectacular underground waterfall and a Jiggy—if you can get past the sewer grate that blocks passage to the cavern. The switch near the mine entrance that opens the grate will give you a limited amount of time to reach the cavern opening on the other side of the mine. Warp Pads or Turbo Trainers are highly recommended.

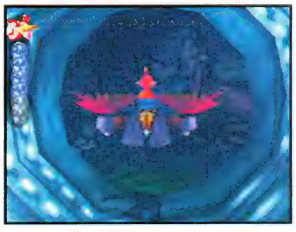
Break one of the crates near the mine entrance to reveal a pair of Turbo Trainers. You'll need the speed to run from the gate switch to the door it opens near the Train Station.

Once you make it inside Waterfall Cavern, the grate that barred your entrance will remain open. Make a leap into the deep pool at the bottom of the falls, where you'll find a Jiggy at the center of a ledge.



8 Down the Wrong Pipe

After you spend some time in the Flooded Caves, you'll understand why someone sealed off the entrance. Transform into a Detonator to blast open the door, then wade into the water. The interconnected caves all look very similar, so it's important to keep track of the turns you make. If you get lost, you may run out of air before you reach the Jiggy in a partially submerged cave.

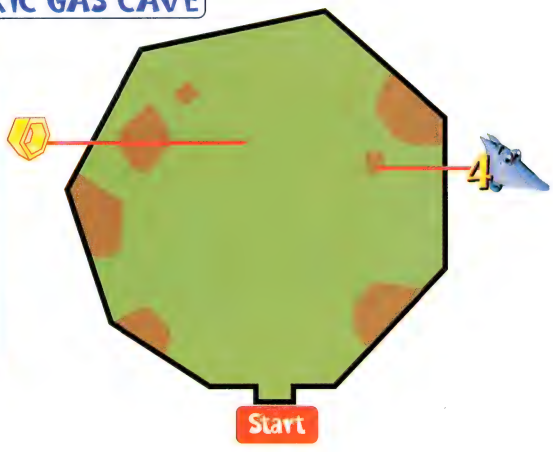


You can also reach the Flooded Caves by leaping to an entrance in Waterfall Cavern. A posse of Billy Bobs are waiting near the Jiggy to ambush you.

4 Toxic Trip

Jinjos apparently thrive in locations that most people would find uncomfortable, like on dangerous ledges or under boulders. It's still surprising to find one maxing and relaxing inside Toxic Gas Cave. You have only a few moments to reach the creature before you succumb to the deadly vapors, but you should make time to pick up the Empty Honeycomb that's also in the room.

TOXIC GAS CAVE



9 Canary Contest

Canary Mary won't last long in her gas-filled cave unless you break her out of her cage. The flimsy bars will buckle under a Rat-a-Tat Rap from Kazooie. After she flies away to safety, you'll find her waiting for you near the Fuel Depot entrance. Hop on the mine cart, then race her around the mine and back again by rapidly tapping the A Button.

CANARY CAVE

Mary's wings need some stretching after her ordeal in the cave. The competitive old bird will challenge you to two races across the mine. You'll get a Jiggy for winning the first one and a Cheato Page for the second.

See Page 60

Cold Storage

If you do any swimming in Waterfall Cavern, you'll see Kazooie's smiling face looking up at you from underwater. You won't be able to find the truth behind the smile until Jamjars reveals the Talon Torpedo move to you in Jolly Roger's Lagoon. Smash through the rock, then swim to a sealed cavern on Hailfire Peaks. An enormous Ice Safe holds a very noisy mystery. Do you think an Ice Safe would have an Ice Key?

See Pages 60 and 66

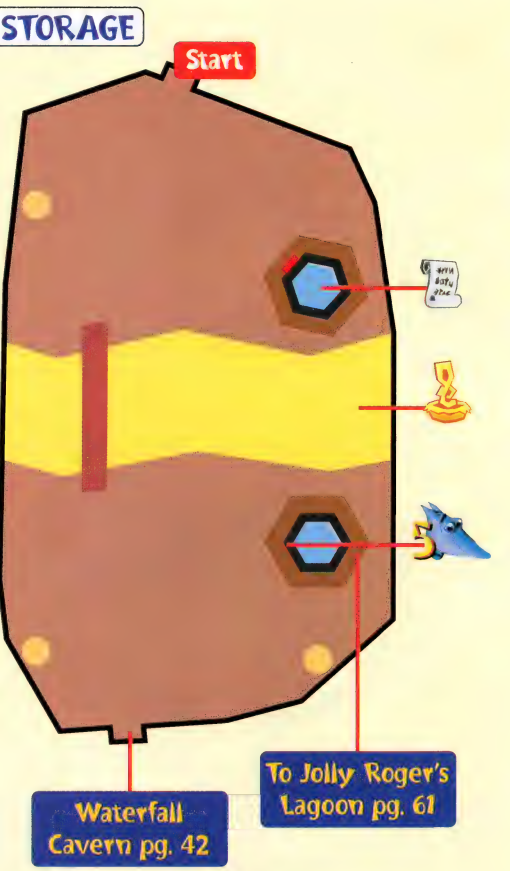
Mining Deeper

You won't tap Glitter Gulch Mine's full potential until you venture all the way to Terrydactyland and back again. Jamjars will give you the basic training you'll need in the later levels so you can return to the mine with the skills to finish the job. For example, you can use the Springy Step Shoes to reach the Cheato Page at the top of the Glitter Gulch sign near the mine entrance. You'll also have to return to the mine through an entrance in Jolly Roger's Lagoon.

5 Jinjo down the Drain

The stranded Jinjo in Water Storage is accessible only through the Water Supply Pipe in Jolly Roger's Lagoon. You should be equipped with Ice Eggs by the time you reach the pipe, so you'll be able to freeze the propellers that would otherwise block the passage. Jump down to the grate on top of the water storage tank to free the Jinjo. Don't forget to pick up the underwater Treble Clef and the Cheato Page on top of the other tank.

A Jinjo is waiting for you on the lip of a storage tank in Water Storage. After you've accomplished that mission, you'll have the option of returning to the Water Supply Pipe using the chain or exiting through Glitter Gulch Mine.



10 Bear in the Air

It's likely that the Jiggy on the ledge near the Crushing Shed will be the last major objective you complete in the mine. You probably saw the golden prize on your first pass through the wild western world, but you didn't know how to use the specialized footwear needed to reach it. The Springy Step Shoes you'll find in a nearby crate will easily propel you skyward to the Jiggy.

WITCHYWORLD

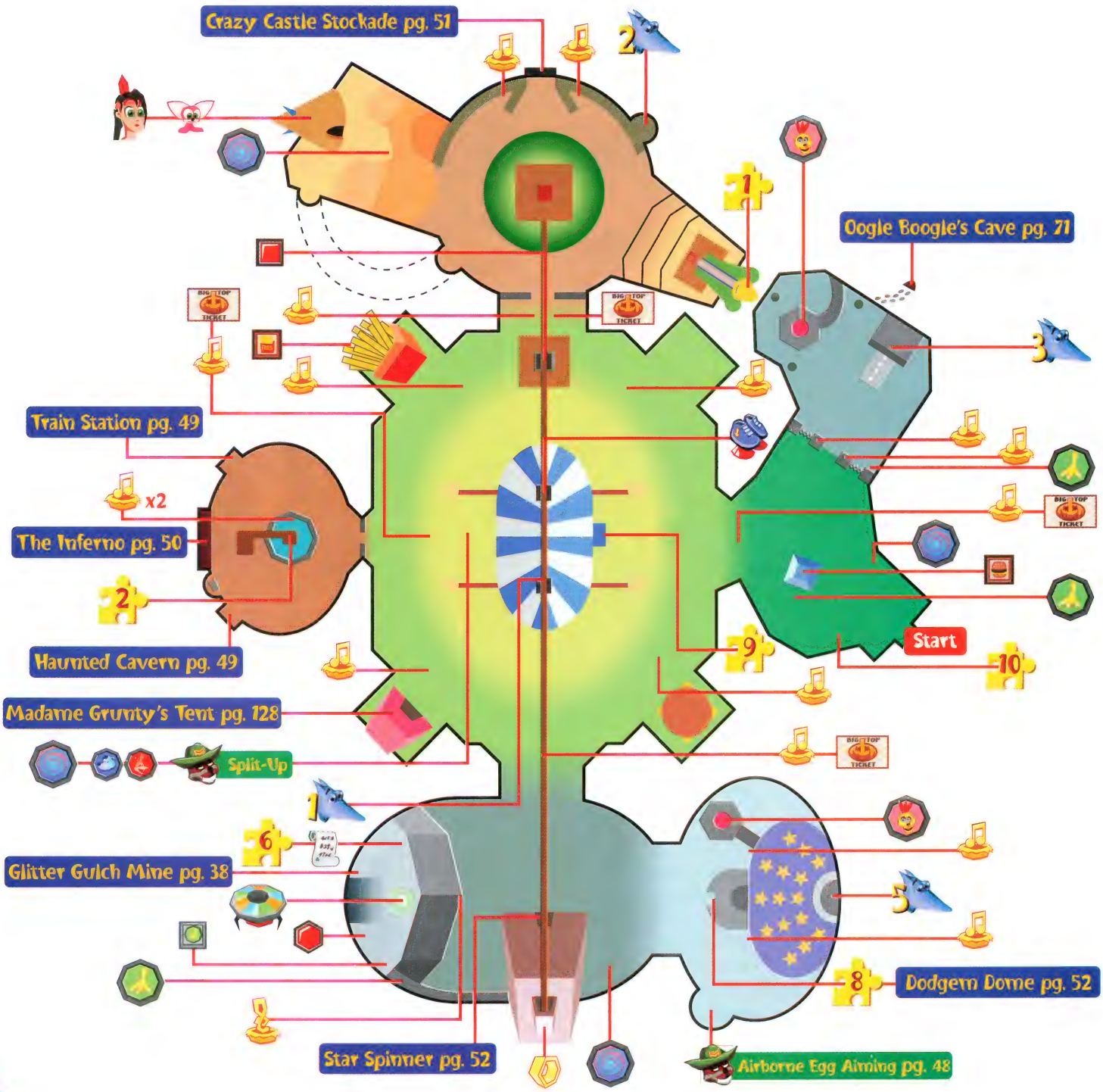
The Unhappiest Place on Earth

x8

Grunty has a lot of side projects that have fallen into disrepair since her untimely squashing. Perhaps the most worrisome is Witchyworld, a theme park where Grunty's tastes prevail. To reach the unfortunate attraction, shoot the Fire Egg Switch on the platform with, quite logically, a Fire Egg. The gate that kept you from crossing over to Pine Grove will lift swiftly, allowing you to stroll calmly up the fairway to Witchyworld—no tickets necessary.

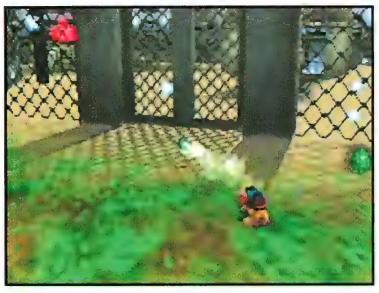
WITCHYWORLD

Witchyworld is a fun-house-mirror version of a good place to take the family on holiday—crazed employees run around with mallets, terrifying slot machines shoot money at passersby and the rides are almost as dangerous as the food.



Gate Crasher

You definitely aren't going to climb up the electrified gate, so blow it up instead. One well-placed Grenade Egg should send the metal gate doors flying.



Meet the Mrs.

A model mother, Mrs. Boggy asks Banjo and Kazooie to round up her cubs for her. They're hiding in random areas around Witchyworld, but you won't be able to complete the mission the first time you visit the theme park.

Split-Up

They say that breaking up is hard to do, but for Kazooie and Banjo, it's not true. The pair can split when Banjo steps on the blue pad and you press A with authority. To control Kazooie instead of Banjo, stay on the blue pad and hold down A again, or find a glittery swap cloud. When they touch, they rejoin.

1 Big Top Jinjo

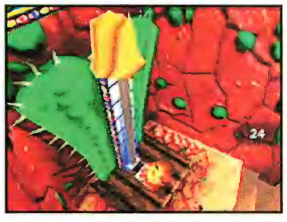
You may hear the sad squeak of a Jinjo pleading with you to pick it up as you near the Big Top, and you certainly catch a glimpse of the creature when you take the scenic Sky Ride. To reach the poor, terrified thing, walk up any of the ropes. Walk the rope slowly with Banjo, or Talon Trot with Kazooie instead. You have to trot with Kazooie to climb up the steep tent.

2 Edgy Jinjo

On your way to the Crazy Castle, you may notice a Jinjo just hanging out on a ledge. Go behind the open door to the right of Crazy Castle's entrance and Flap-Flip up to the door. Jump over to the ledge and use the Grip Grab to shuffle over to the Jinjo. Going behind the door gets you a small pile of notes—a nice bonus for being such a hero to Jinjokind.

1 Cactus Power

You need to hit the switch three times to ring the Cactus's bell, but just hitting the switch three times in a row isn't enough. You have to hit the switch three times with three different attacks, or you won't ring a thing. Aim a Grenade Egg at the Switch, then run up and do a Bill Drill. End with a Beak Buster to ring the bell and reveal a Jiggy. You don't have to use the moves in that particular order, but it's best to start with the Grenade Egg at a reasonable distance so you don't hurt yourself.



Blast the switch with a Grenade Egg first to save precious time.

Follow with the Bill Drill and Beak Buster, then climb up to claim your Jiggy!

Wumba Magic

Climb up to Wumba's Wigwam by Flap-Flipping up to the left door of Crazy Castle then Grip-Grabbing over to the cliffs. As the Van, use B to beep the horn and open the Van Doors. You also use the Van to deposit a coin in the Inferno's box so you can enter.

3 Jinjo to Ride

In the place marked Area 51, you'll see a door with a Van symbol. Beep the horn to reveal a Jinjo who needs a lift. When you pick it up, it will fly happily back to its home.

Up, up and Away

On the ground across from Wumba's, you'll find a tall scaffold supporting the Cable Car Ride. Climb the ladder up to the lower platform then jump to the platform above it. The Jippo Jim operating the ride has managed to get the car stuck beyond the boarding platform. Grip-Grab the cable until you reach the car, then stomp its red switch to activate the ride. Take the car across the park to Space World, where you can leap to a pipe then Grip-Grab to the Shock Jump Pad Switch.

After you step on the activation switch for the Cable Car Ride, you'll be able to ride across the park whenever you like.

Airborne Egg

In the corner by the Dodgem Dome, Jamjars teaches the art of Airborne Egg Aiming. With it, Banjo and Kazooie can take on Crazy Castle and Mr. Patch. Airborne Egg Aiming works a lot like regular Egg Aiming. It's a wonder Kazooie and Banjo have to learn it at all. Press top C to aim while flying.

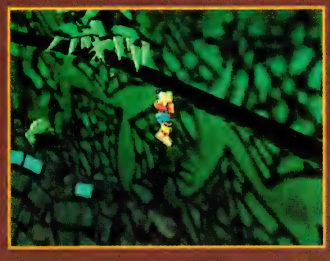
2 Take a Dive

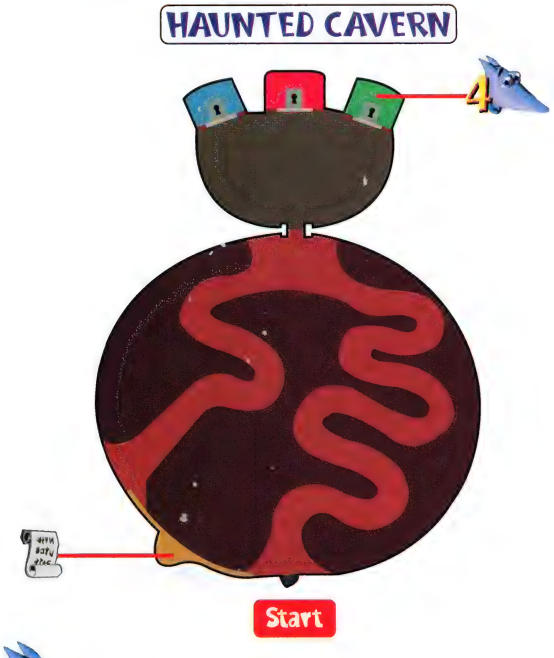
The Dive of Death isn't all that dangerous, especially if Banjo lands in the water or Kazooie flaps her wings at the right time. It is tough to keep Banjo balanced when walking along the thin plank. If you can maneuver him so he falls a little and uses the Grip Grab to hold on to the skinny wooden walk, it's much easier to make it across without any spills. Use a Flap Flip to reach the Jiggy, then make the walk back to the ladder.

You can actually have Banjo leap off the Jiggy end of the plank. He should fall right into the tank without a scratch. There are notes to pick up inside the tank, anyway.

Come on, Ride the Train

Flap-Flip to the top of the coffin, then Grip-Grab over to the Train Switch. Step on the switch to open the doors to the Train Station. Once they're open, you'll be able to bring Chuffy in from Glitter Gulch Mine. Stand in front of the sign in the Train Station then press A to summon Chuffy.





You Can't Handle the Tooth

The winding, dimly lit path to the Cave of Horrors is oddly red, and odder still, it's lined with teeth. Don't think much about the surroundings, just try to stay under the floating Illuminus ghosts that provide most of the light in the cave. Try not to hit the teeth—you'll lose a Honeycomb's worth of life energy if you walk into one. If you jump off the tooth-bridge, you'll fall into oblivion.

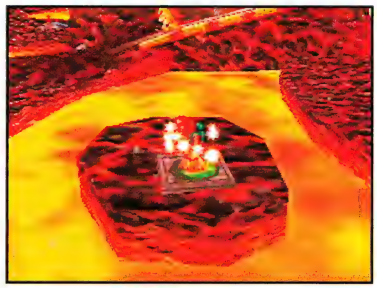
From the Cave of Horrors, take the right branch of the bridge and Flap-Flip up to a ledge. Grip-Grab along the ledge to reach a Cheato Page.

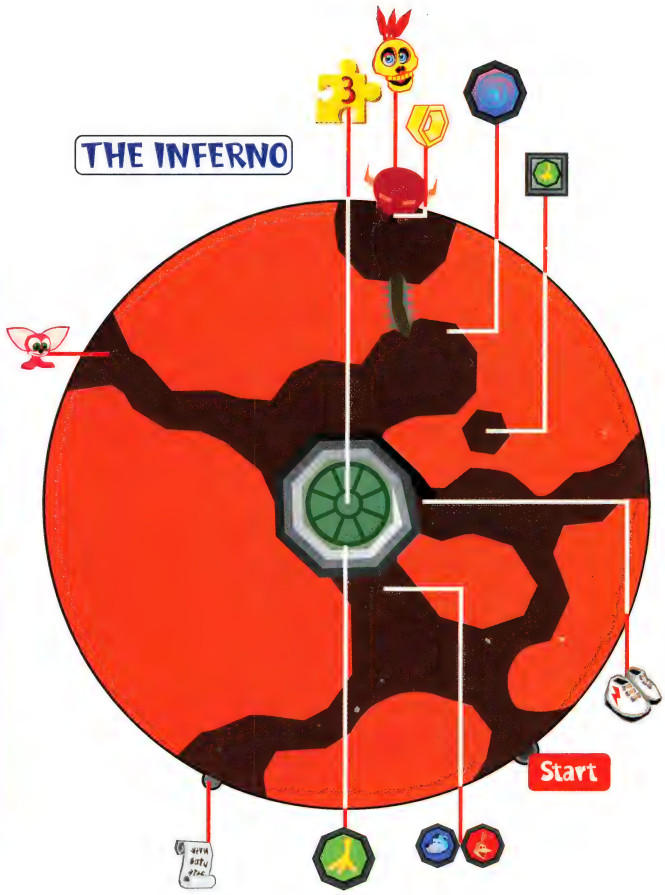
4 Help the Horrors

Gobi the Camel, a character from Banjo-Kazooie, is imprisoned in the Cave of Horrors, along with a wayward dinosaur and a Jinjo. Blast open the doors to all three cages with the Grenade Eggs and watch Gobi scamper away. The dinosaur will leave to board the train if you've already brought Chuffy to Witchyworld. You'll have to go after the Jinjo.

3 The Hot Zone

Use the Split-Up Pads inside the Inferno, then send Banjo to step on the Shock Jump Pad Switch. Press A to switch to Kazooie-control, pick up the Turbo Trainers, then quickly walk up the spiral fire-slide, jumping over Hotheads as you run. Use the Shock Jump Pad to reach the top of the metal tower, then pick up a Jiggy.





Mumbo Magic

Mumbo's little more than an electrician in Witchyworld. Walk over to the three Mumbo Pads—one is behind the Dodgem Dome, one is near the Star Spinner and one is near Area 51. Mumbo can restore power to the rides, allowing Banjo and Kazooie to try them out.

The power behind the Dodgem Dome fires up the bumper cars.

Enter the Star Spinner's building to locate the Mumbo Pad.

The Area 51 power hub energizes the Saucer of Peril.

Don't Do Windows?

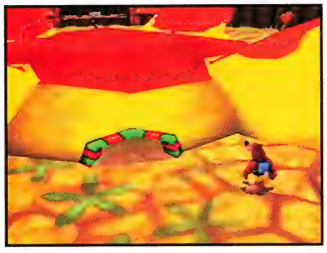
You need to inflate Crazy Castle, but the Pump Room is all locked up. Use the Grenade Eggs to blast the bars off the window, allowing Banjo and Kazooie access to the Pump Room. Blow the window from the right, or the Minjo, a sworn enemy of the Jinjos, might attack you.

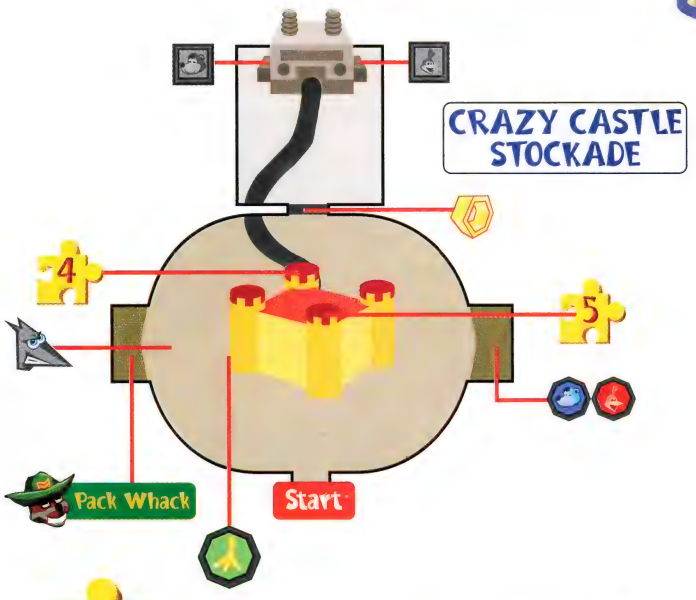
Pack Whack

Just beyond the Minjo peril, Jamjars is waiting to teach Banjo the Pack Whack. Use the Split-Up Pads to break the pair apart, then walk over to Jamjars, avoiding the Minjo. The Pack Whack gives Banjo an attack he can use without Kazooie. Press B to smack baddies with Banjo's blue backpack.

Pump It Up

No one likes a flat castle. Split Banjo and Kazooie up, then send each in separately to stand on the switches on either side of the Pump Master 2. Crazy Castle will rise to the occasion. Bird and bear can get back together to take on the first game in the Castle, or Kazooie can leave on her own.





4 Hoop Schemes

Kazooie's door inside the Castle is open when she walks in without a fuzzy escort, allowing her to play her game. Put on the Turbo Trainers then dash through the colored hoops. Blue hoops are worth three points, green give you two and red, one. Reach 30 points to win a Jiggy, which you can pick up atop Crazy Castle.

5 Pop Goes the World

Banjo and Kazooie have to work together to pop balloons in the second Crazy Castle game. Blue, green and red are worth three, two and one points, respectively, and 50 points win the game. Use the Shock Jump Pad to get to the top of the castle, where your Jiggy prize will appear.

Wumba Magic

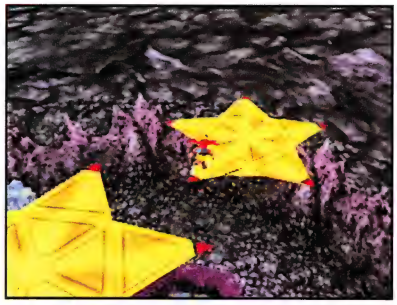
Before you can tackle the Dodgem Dome, you need Mumbo Magic to power the game. Enter the dome as the Van and drop a coin into the box—the Dodgems are a premium attraction and cost a bit extra to play. You'll have to retransform to drive the Dodgems, so turn back before you try to play.

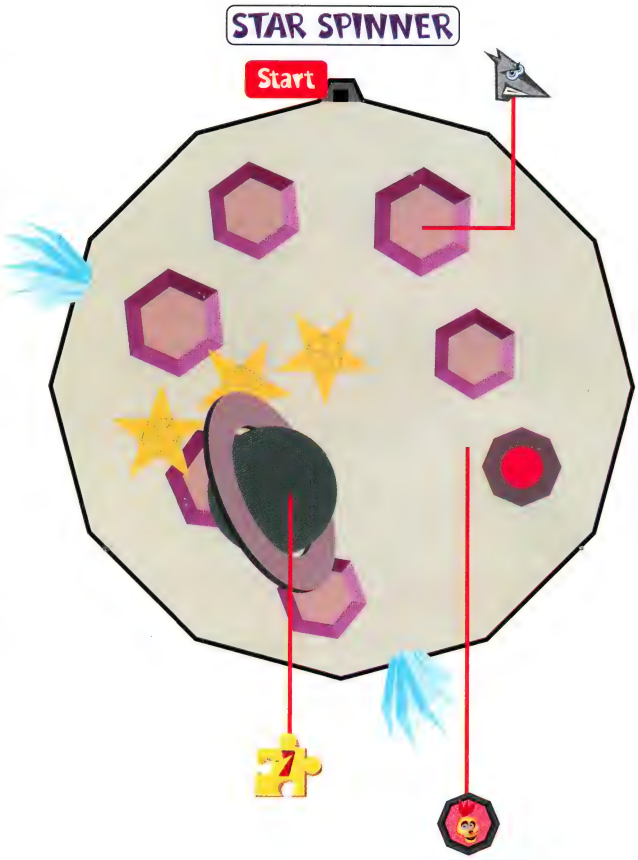
6 Extraterrestrial!

Climb aboard the alarmingly titled Saucer of Peril to play a target-shooting game with two great prizes—a Jiggy for 500 points or more, and a Cheato Page for 400. Aim for the blue and green targets when you can, and hold down Z continuously.

7 Starstruck

One of the most dangerous attractions in Witchyworld is the Star Spinner. Position yourself to get the best vantage, stay in the middle until you see the next star, run up an arm then jump to the next star. At the planet, you can switch to the Talon Trot if you like. Wait until the planet spins away from you, then run and jump to reach the Jiggy at the top.





8 Artful Dodgem

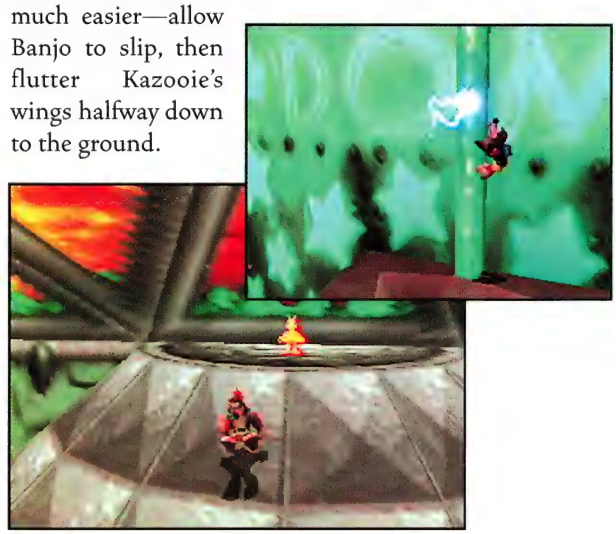
If you run over Twinklies while avoiding the other drivers, you shouldn't have a problem winning. Three rounds are played with decreasing point totals necessary to win. Stay out of corners and walls, aim for blues and greens and keep moving to win.

When three opponents are after you, pay close attention to them, changing directions when it's helpful. Move in an erratic pattern at all times.

As usual, blue items, in this case, Twinklies, are worth three points, green are worth two and the plentiful red items are worth one point.

5 Chrome Dome

The Jinjos in Witchyworld are not afraid of heights, but they are still in need of your assistance. You can reach the Jinjo on top of the Dodgem Dome by climbing up the live wire pole at the front of the structure then Talon-Trotting up the steep, slick metal dome to the top. The trip down is much easier—allow Banjo to slip, then flutter Kazooie's wings halfway down to the ground.



9 Patchwork Tilt

Smash up the evil slot machine Fruities with the Van or Grenade Eggs to reveal four Big Top Tickets. If you hand the tickets to Conga, he will let you in to see the show. The show turns out to be an airborne battle requiring the Airborne Egg Aiming learned earlier. Aim Grenade Eggs at the colorful patches on Mr. Patch's body to make him slowly shrink to a more manageable size. It's helpful at first to attack from as high as possible. Remember, you can always shoot down the obnoxious exploding beach balls that Mr. Patch likes to spit at you.

Early in your battle, Mr. Patch will summon the underground boxing gloves, which will pop up and attack you if you stay on the ground.

Stay high in the air and far away from Mr. Patch. Shoot the beach ball-type bombs he sends at you and try to attack Mr. Patch's front when he's not directly facing you.

Have It His Way

The boarded-up Ticket Booth just next to Mrs. Boggy has a Shock Jump Pad behind it. Use it to reach the top of the Booth, then step on the switch with the tasty-looking burger on it to open the Burger Stand to the left of the Big Top. Al's Burger Stand provides meaty snacks that should persuade one of Mrs. Boggy's kids to return to her.

Your Fry's Open

The French Fry Stand is operated by a character who thinks he deserves a break today—but you need fries for one of Mrs. Boggy's brats, so walk behind the stand then step on the Fry Switch. Don't fetch the snacks until Mrs. Boggy's kids ask for them. You can't leave Witchyworld when you're packing snacks, and they're easy enough to get.

See Pages 69 & 78

Taxi Pack

If you want to find all of Mrs. Boggy's kids in Witchyworld, you need to use Banjo's Taxi Pack ability, which he learns in the River Passage at the top of the waterfall in Terrydactyland. When Banjo ditches Kazooie, he can fit stuff in his pack, including somewhat delinquent, tubby young polar bears with fast food addictions.

10 Special Deliveries

Mrs. Boggy's kids are hiding around Witchyworld, and you're certain to find a few before you get the Taxi Pack ability. The kids hide inside or near the Cave of Horrors, the Inferno, the Crazy Castle, Space World, the Dodgem Dome, Area 51 or the Star Spinner. The young boy runs to his mother if you hit him. The girl asks for fries, which you can pick up at the Fry Stand. The tubby older boy asks for a burger and can't move after he eats it. Carry him to Mom in the Taxi Pack.

The little bear won't always be in the Cave of Horrors, but he might be there sometimes. Look around Witchyworld for all three of the polar bear brood, and return them safely to their mother for a Jiggy.

The young miss asks for fries, and she's very polite but insistent. Fetch the fries for her—she'll trot off to her ever-loving mother without a fight. The kids keep moving around until you send them home.

The big brat isn't able to drag his sorry bulk back to Mommy after he downs one too many greasy hamburgers. Use the Taxi Pack to pick him up and walk him back to his mum.

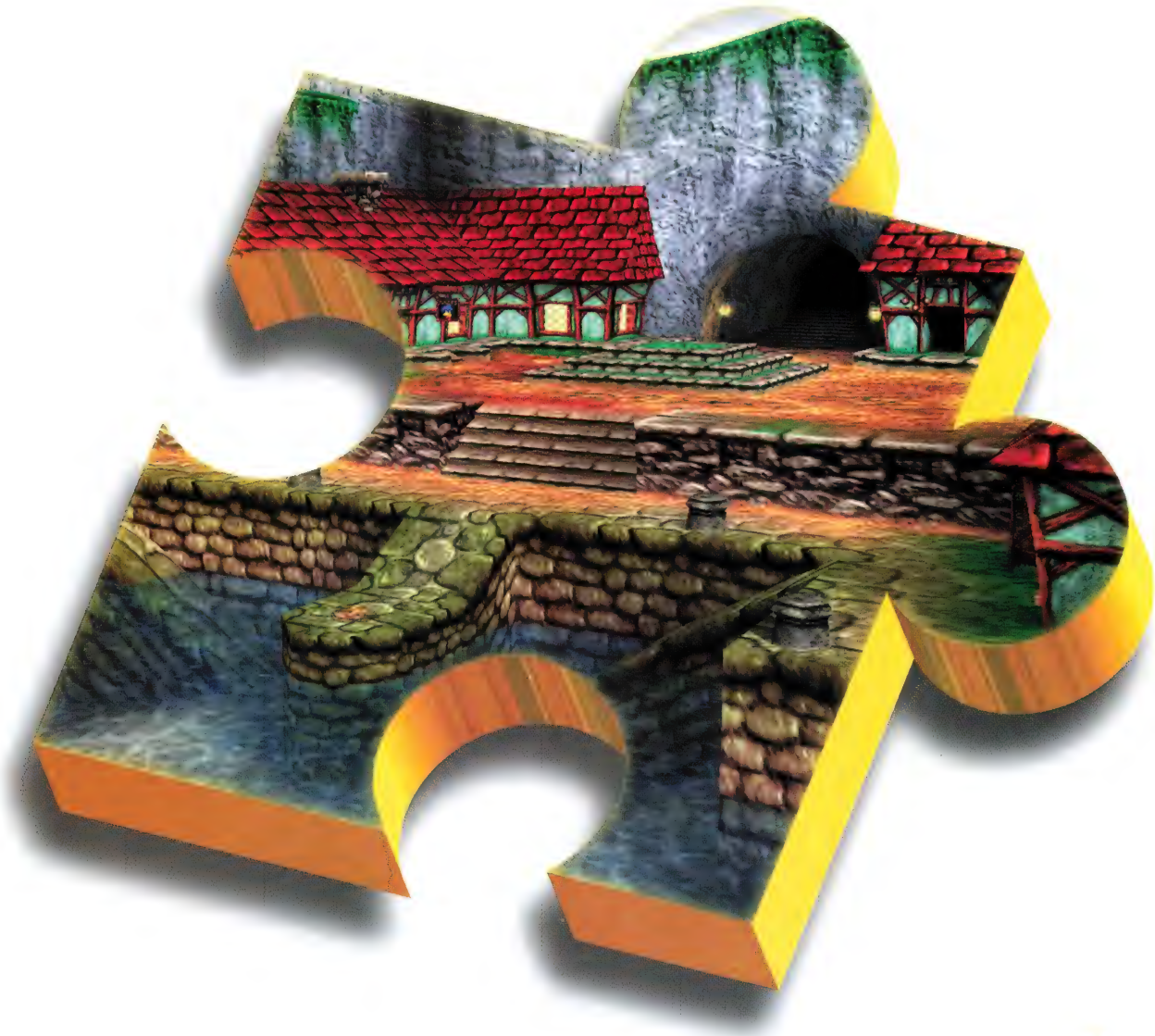
When all three cubs are returned to Mrs. Boggy, she'll reward you with a Jiggy. The cubs will be in deep trouble if Mrs. Boggy can catch up to them.

Clambering for More

You won't be able to follow the Kazooie footprint trail until you've learned to use the Claw Clamber Boots in Grunty Industries on the first floor. You need the move to bring junk food snacks to the hungry Oogle Boogles in Terrydactyland without technically leaving Witchyworld and violating its "no food outside the park" policy.

Oogle Boogle's cave is inaccessible without the Claw Clamber shoes, and there's also a gate blocking the way that can be opened only from the Terrydactyland side. Take care of your food delivery later, when you have all the proper equipment.

JOLLY ROGER'S LAGOON



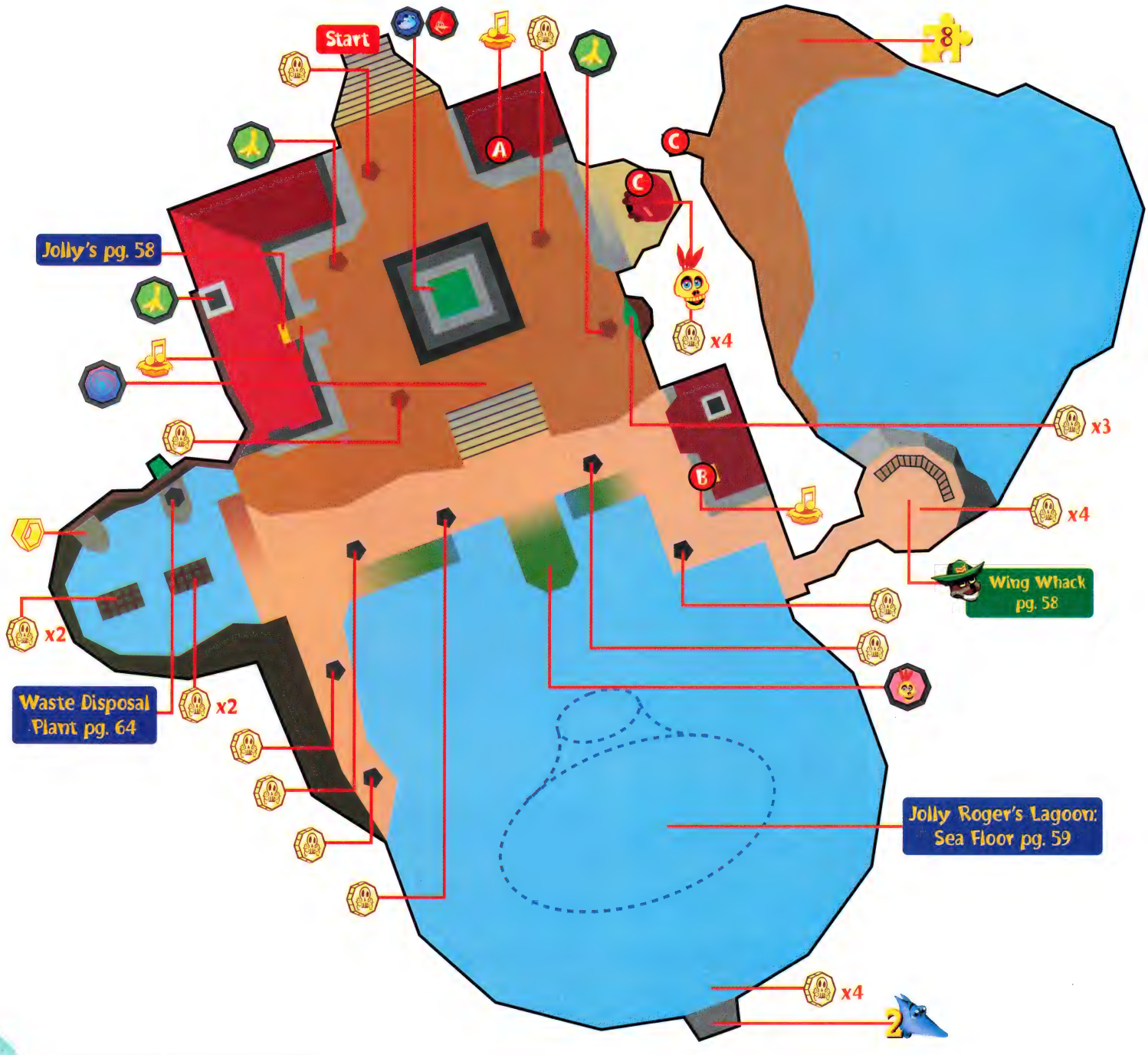
Splitting for the Cliffs

x14

If you have at least 14 Jiggies, you'll be able to have a merry time in the maritime world of Jolly Roger's Lagoon. To test its waters, head for the Split-Up Pads near the cliff ledge on the Plateau. Call it Splitsville for Banjo and Kazooie, then walk the solo bear and bird up the nearby dirt path that leads to the barred doorway. After you've parked Banjo and Kazooie on their appropriate pads, the door will open and you'll be able to head to the Cliff Top. Hang a left when you emerge from the tunnel and follow the cliffside path.

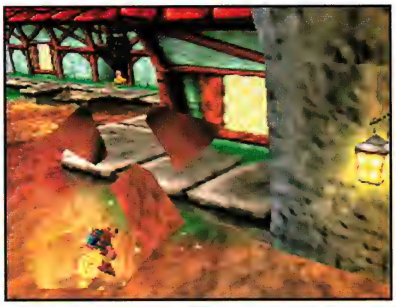
JOLLY ROGER'S LAGOON

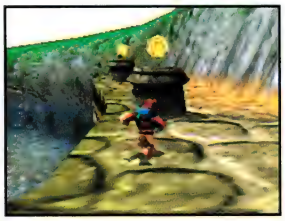
Visitors flock to the resort town of Jolly Roger's Lagoon to ride the waves, play in the sand and unwind at the bar, but the time you spend there will be no day at the beach. The only thing worse will be the smell of wet fur and feathers.

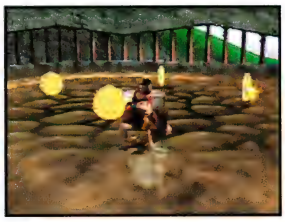


Jolly Roger's Doubloons

You'll need to spend at least 26 doubloons in the lagoon, so start plundering. Some of the booty is buried under dark, circular patches of ground. Perform the Bill Drill to uncover the buried treasure and comb the beachfront property to pocket the rest of the change. The map to the left shows the locations of 28 doubloons. A pirate inside Jolly's holds two more coins.



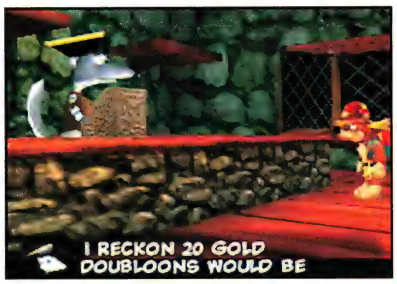




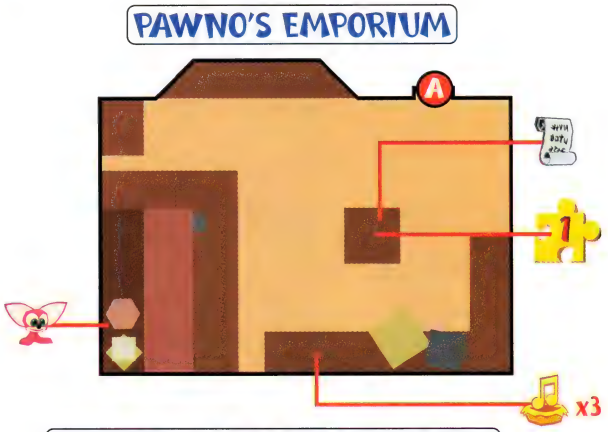
You won't need a metal detector to scour the beach for booty since most of the doubloons are out in the open. The rest of the treasure isn't anything a little Bill-Drilling won't uncover.

Pawno's Emporium

Once you've found 20 gold doubloons, spend them at Pawno's Emporium. Pawno the pack rat runs the pawnshop, and his prized acquisition is the Jiggy he has on display in a glass case. He'll charge you 20 smackers, so fork over the doubloons. And since you're a paying customer, feel free to browse his store—especially his shelves, where you'll find a Glowbo.



Some of the best things in life are free, while others cost five doubloons. Five doubloons will get you a Cheato Page.

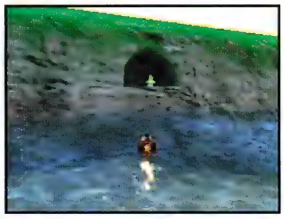


Blubber's Jinjo

Blubber the hippo rents waveracers out of his shop located next to the stairs leading down from the town square. Stop by his place and go behind his counter. Sure, you don't work there, but you have more business using the Shock Jump Pad behind the counter than Blubber does. Use it to spring to the Jinjo on the shelf.

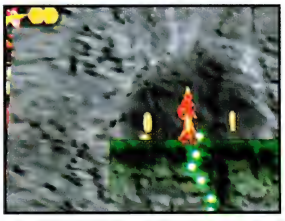
Walking on Water

When you pay Blubber a visit, also pay him one doubloon. In exchange for the gold, he'll give you a box of Turbo Trainers. Break open the crate, slip on the shoes, then make a mad dash out of his store and across the water. Since the shoes will enable you to trot across the surface, you'll be able to cross the lagoon and hop into the cave where you'll find a stranded Jinjo.



Secret Separation

The stone treasure chest in the center of the town square has a crack in its back. Fire a Grenade Egg at it to blow up the monument and uncover Split-Up Pads. If you use them to play as Kazooie, you'll be able to spring off a Shock Jump Pad to reach the three doubloons in the alcove.

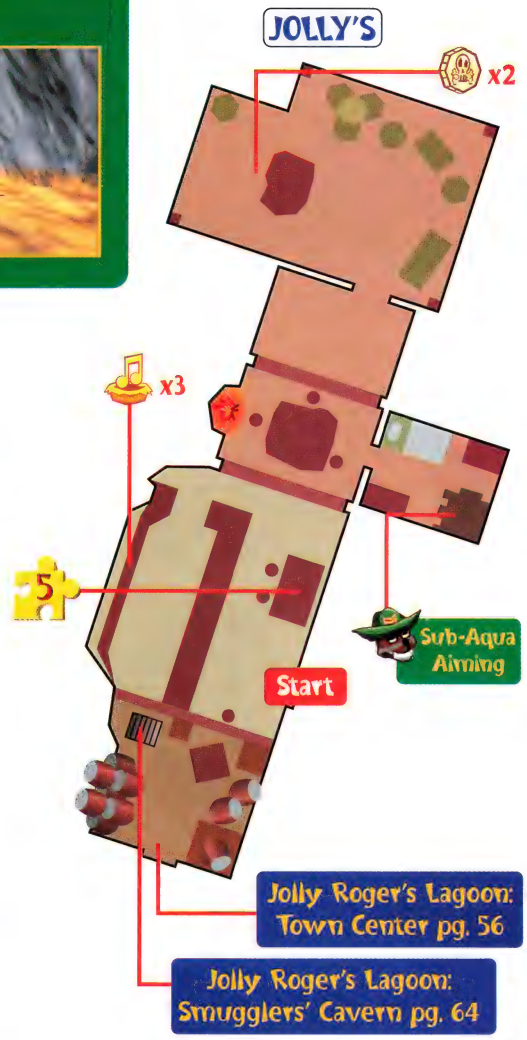


Wing Whack

Use the town square's Split-Up Pads to play as Kazooie, then trot her into Turtle View Cave, where you'll learn the Wing Whack. Tap B while standing or hold down the button while running to swing Kazooie's wings in a feather-ruffling assault.

Mumbo Magic

You'll spend most of your time at Jolly Roger's Lagoon underwater. Since neither Banjo nor Kazooie has the lung capacity to get you very deep into the area, don't bother dipping your toes in the water until Mumbo has worked his mojo on it. With the help of his Sunlight spell, the water will be oxygenated, and you'll be able to stay under the sea as long as you need without the risk of turning blue.



Sub-Aqua Aiming

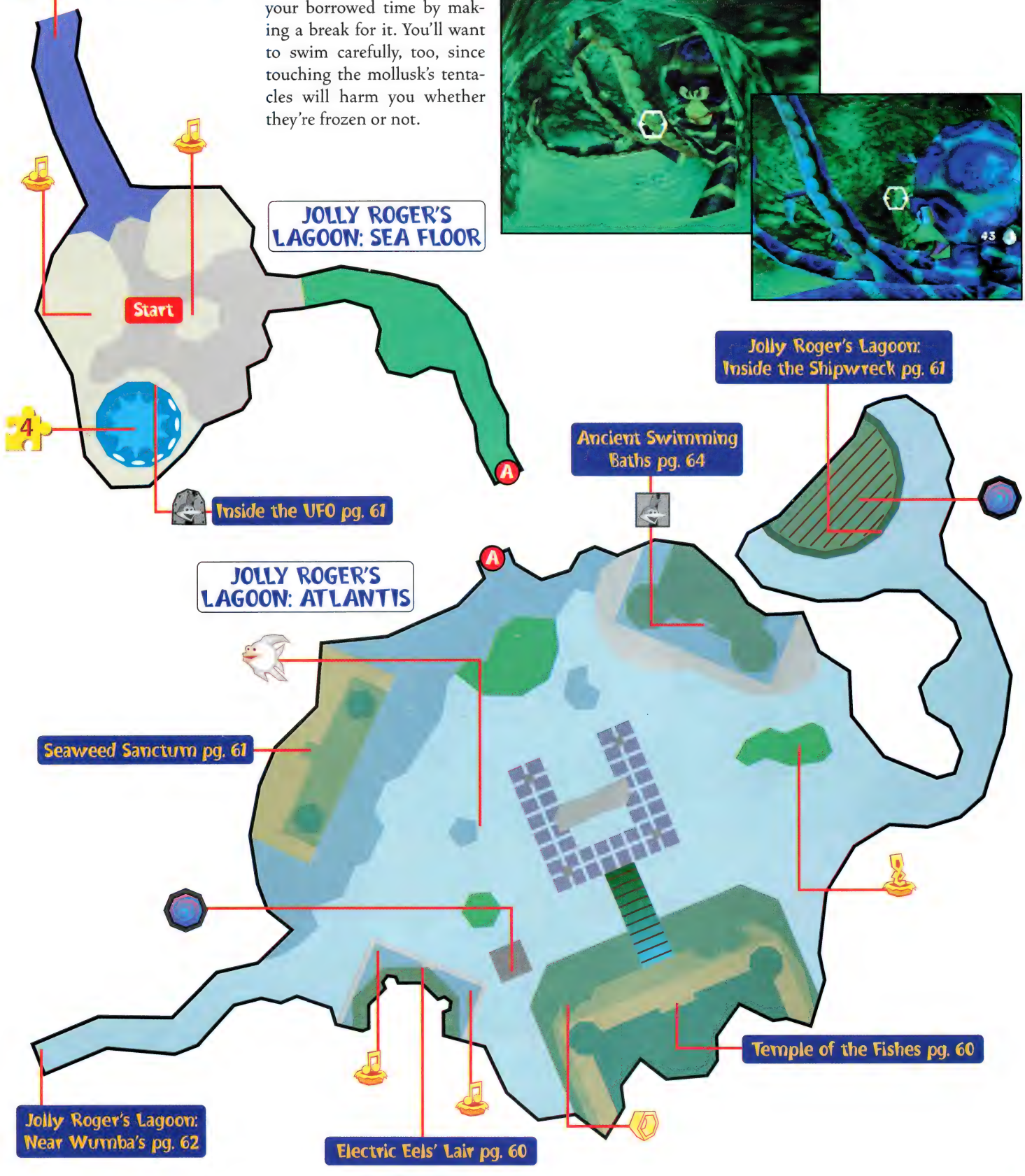
Jamjars has burrowed into the hotel room at Jolly's, so rent the place for two doubloons or use Grenade Eggs on his door to find him. Inside, Jamjars will teach you the art of Sub-Aqua Aiming, which will allow you to shoot eggs while swimming. Switch to first-person view while underwater to pull off the new move.

Pop a Blubbul

If you see an enemy like a sea anemone, you can safely snag the item in its tentacles by putting its eye out. Use Sub-Aqua Aiming to launch an egg into its deep-sea peeper, then quickly swim for the prize near its crown before the Blubbul recuperates.

Tentacle-sicles

To avoid the eight-armed grasp of the octopus, you must freeze it with an Ice Egg. A direct hit to its mouth will put the octopus on ice for several seconds, so make the most of your borrowed time by making a break for it. You'll want to swim carefully, too, since touching the mollusk's tentacles will harm you whether they're frozen or not.


Jolly Roger's Lagoon: Smugglers' Cavern pg. 64
JOLLY ROGER'S LAGOON: SEA FLOOR
Start
4
A
Inside the UFO pg. 61
Jolly Roger's Lagoon: Inside the Shipwreck pg. 61
Ancient Swimming Baths pg. 64
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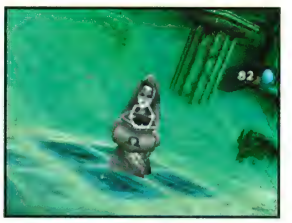
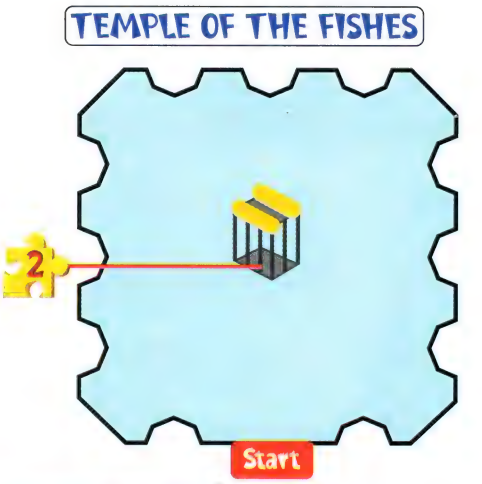
JOLLY ROGER'S LAGOON: ATLANTIS
Seaweed Sanctum pg. 61
Temple of the Fishes pg. 60
Jolly Roger's Lagoon: Near Wumba's pg. 62
Electric Eels' Lair pg. 60

2 Chris P. Bacon

Each of the four mermaid statues carries a vase emblazoned with a Greek symbol. Shoot eggs into the vases that correspond to the symbols carved above the Temple of the Fishes door to unlock the lair. When you swim inside, you'll meet the pig, Chris P. Bacon, who'll give you a Jiggy if you protect him from incoming fish.



To open the Temple of the Fishes, you must shoot eggs into the mermaids' vases according to the Greek sequence that appears above the locked doorway.



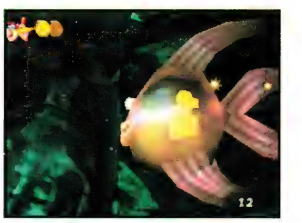
Chris wants to snap pictures among the fishes—not sleep with them—so protect his curly tail by blasting the fishes that swim toward his cage. Stay in the center of the area and rotate in place to keep your sights on all incoming fish. If you save the swine, he'll reward you with a Jiggy.

Talon Torpedo

Inside the Electric Eels' Lair, Jamjars will teach you the Talon Torpedo. The underwater maneuver will allow you to launch Kazooie from your backpack and pilot her through the water into targets. You can control the Breegull for a limited time only. Switch to Kazooie's eyes view using top C to make steering easier. Press Z to fire her, A to increase her speed and B to pack her back up.

3 Torpedoes Away!

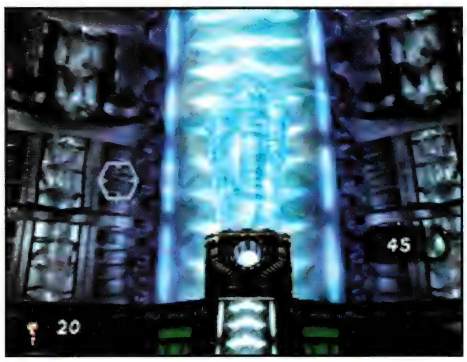
Transparent Seemee fish patrol the waters, and each contains a random prize. All of the fish locations have been noted on the maps, and by firing the Talon Torpedo, you'll be able to reel in the goods. You'll also want to launch Kazooie into any deep-sea doorways that sport her mug on them, since the Talon Torpedo will be your ticket in.



Use the Talon Torpedo to enter doorways marked with Kazooie's face and to fish out valuable prizes that were swallowed by the transparent Seemees. One of them is digesting a Jiggy.

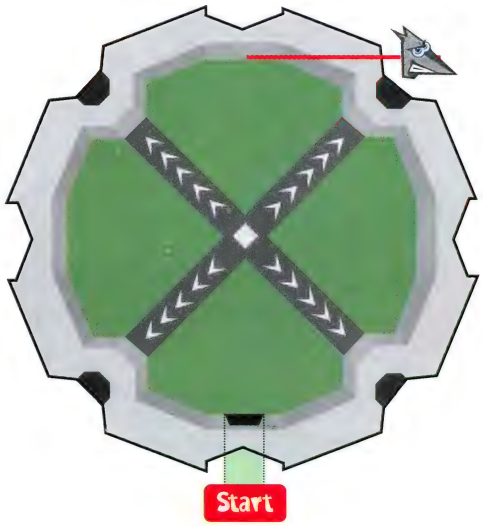
4 Inside the UFO

The aliens in the flying saucer can't take off from the seafloor because their ship's drive unit has run out of fuel. The UFO runs on ice, so fire an Ice Egg into each of the four sockets inside the craft. As soon as you sink one into a hole and power up one of the ship's crystals, the clock will begin ticking. If you can power up all four drive units within 20 seconds, all systems will be go.



Shoot an Ice Egg into the UFO's four drive units within 20 seconds to power up the spaceship. The ship was parked on a Jiggy, so you'll be able to claim your prize once you've helped the aliens take off.

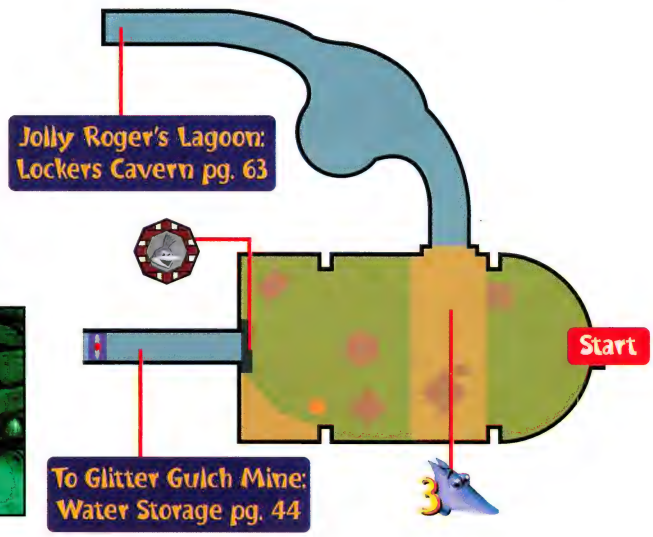
INSIDE THE UFO



3 Jinjo-in-the-Box

One of the boxes in the sunken ship houses a Jinjo. Figuring out which crate contains the critter will be pretty simple, since the very organized pirates painted a Jinjo face on the crate in question. Target the randomly placed box, then fire a Grenade Egg at it to blast open the present and free the Jinjo cargo.

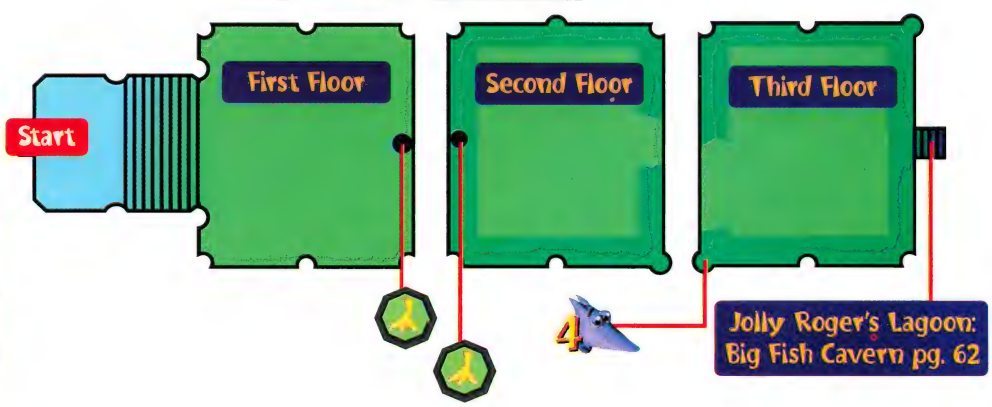
INSIDE THE SHIPWRECK



4 On the Edge

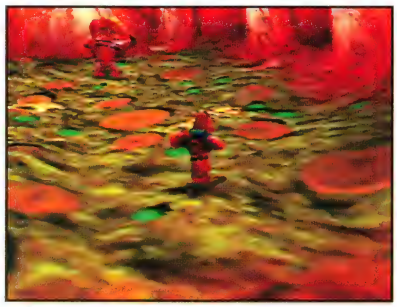
Use the Shock Jump Pads to hop onto the ledges of the Seaweed Sanctum. Monster plants that grow on the ledges will attack you if you approach them, so be ready to uproot the villainous vegetation. Continue hopping up into the sanctum until you reach the top ledge, then leap into the corner to rescue the Jinjo.

SEAWEED SANCTUM



Avast, Ye Mateys!

Jolly's matey, Merry Maggie, was swallowed by the big, orange fish. Before you can swim down its gullet, you must first blast away its teeth. Use Grenade Eggs to perform your dental work, then swim into the fish's mouth. If you hang a left in its throat, you'll find Merry, who anxiously awaits a reunion with Jolly.



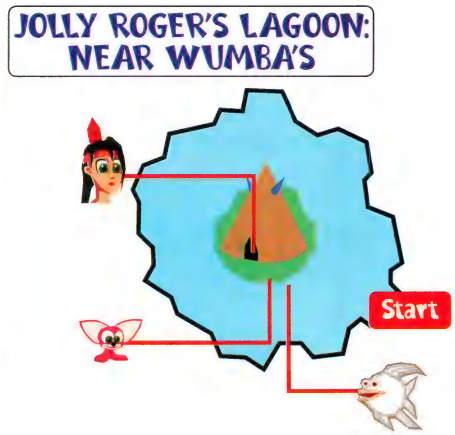
Jolly's partner, Merry, is the blonde looker pointed out on the map below. When you find her, she'll return to Jolly's. Once she's back with her seaman, you'll be able to talk to Jolly and claim your Jiggy prize.

Undigested Jinjo

The big, orange fish has an appetite for just about anything that moves. Apparently, a Jinjo got too close to the fish and ended up in its belly. You'll find the Jingo down the tract, which winds along the right side of the fish.

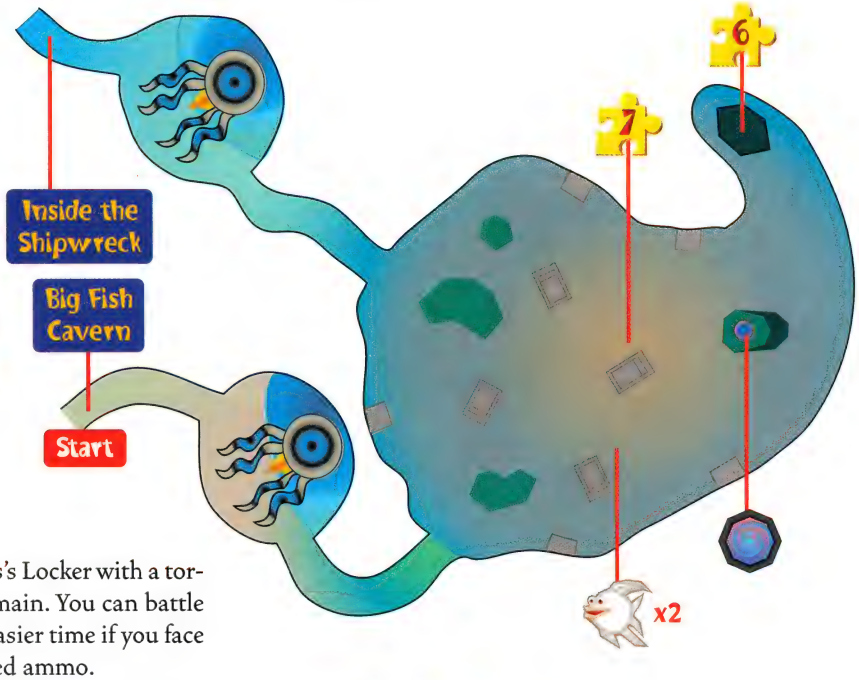
Wumba Magic

If you swim into the tunnel to the right of the Temple of the Fishes' entrance, you'll find Wumba. The Glowbo lurks on the seafloor beneath her hut, and when you bring it to her, she'll transform you into a Submarine. Press B for its Sonic Ping attack and Z to launch torpedoes.



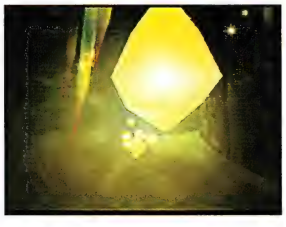
6 Mine, All Mine

As the Submarine, swim into the Lockers Cavern tunnel to play Grunty's mine game. Blast blue mines for three points, green explosives for two and red bombs for one. If you can score 60 or more points before the 60-second time limit expires, you'll win a Jiggy.



7 Lord Woo Fak Fak

Blast open the randomly located Davy Jones's Locker with a torpedo or a Grenade Egg to enter Lord Woo Fak Fak's domain. You can battle the anglerfish as Banjo and Kazooie, but you'll have an easier time if you face him in Submarine form. As the Sub, you'll have unlimited ammo.



Shoot the glowing boil that appears on the fish's body. A different boil will flare up after you've blasted one. Once you've lanced six boils, Lord Woo Fak Fak will open his eyes. By blasting his eyes six times, you'll win his Jiggy.

See Page 67

Hatching Eggs

In Terrydactyland, Jamjars will teach you how to hatch eggs using Kazooie. Once she gets the knack for warming things up under her tail feathers, return to Jolly Roger's Lagoon to sit on an egg. The unhatched egg belongs to Tiptup, the turtle who shared screen time with Banjo and Kazooie in their first game and in Diddy Kong Racing.

8 Tiptup's Baby

To find the turtle and his baby, use a Grenade Egg or Mumbo's Zap Stick on the cracked wall inside Mumbo's Skull. If you turn left as soon as you enter the shaman's abode, you'll find the broken wall. Blast through it to reach the beach where Tiptup has been awaiting the birth of his son. Only Kazooie can hatch the egg, so fly the coop at the Split-Up Pads in the town square, then trot through Mumbo's Skull to the beach. Flip Tiptup's tot onto its flippers for a Jiggy.

See Pages 96 and 102

Glide and George Ice Cube

In Hailfire Peaks and Cloud Cuckooland you'll find two things that will help you complete Jolly Roger's Lagoon: Kazooie's Glide ability and George Ice Cube.

Gliding over the Baths

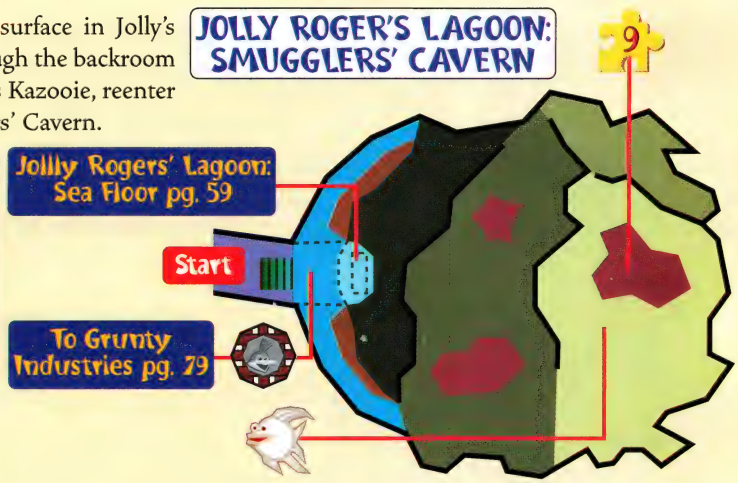
With the Glide ability, Kazooie will be able to soar to places without losing Red Feathers. One place where she'll need to Glide to is the Cheato Page in the Ancient Swimming Baths.

ANCIENT SWIMMING BATHS

9 Smugglers' Jiggy

Follow the Smugglers' Cavern tunnel to surface in Jolly's backroom. Blast the gunpowder keg to blow a hole through the backroom wall, then separate at the town square Split-Up Pads. As Kazooie, reenter the backroom, then Glide into the Jiggy in the Smugglers' Cavern.

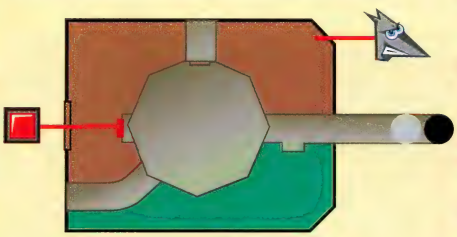
JOLLY ROGER'S LAGOON: SMUGGLERS' CAVERN

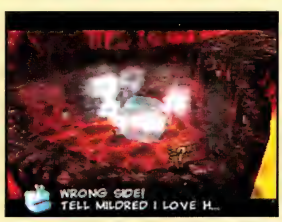


10 Trotty and Piggles

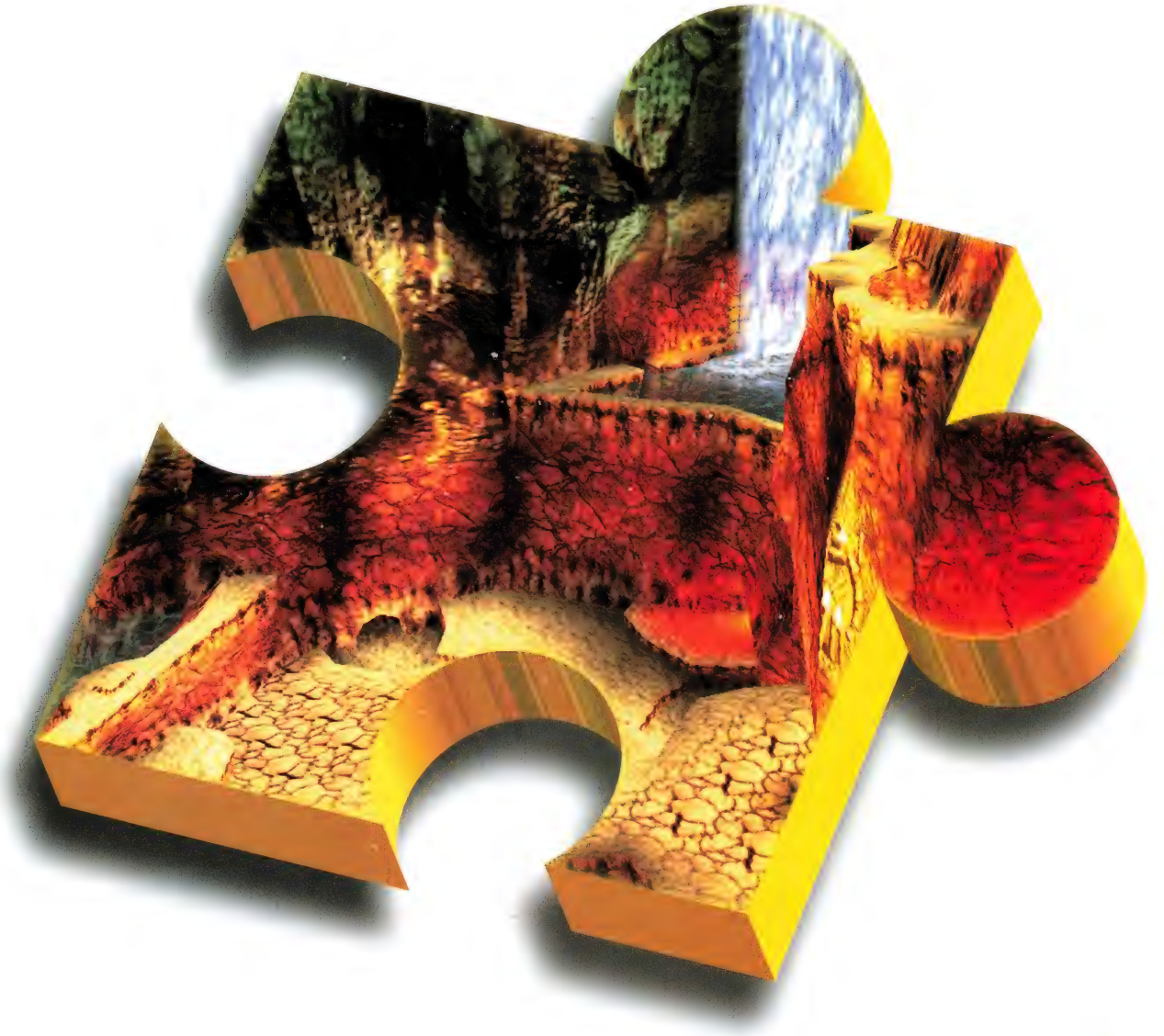
Trotty and Piggles want to take a dip, but the water's too dirty and cold. Clean up the soup by jumping onto Jolly's roof and Grip-Grabbing your way to the pipe that leads into the Waste Disposal Plant. Pound your way into the pipe, then Beak-Barge the red switch. To cool the water, push George Ice Cube into Hailfire Peaks' hot water, then Shack-Pack your way to the temperature control switch.

WASTE DISPOSAL PLANT





TERRYDACTYLAND



Dig Your Own Hole

x20

The telltale Digger tracks you've been following since you left Spiral Mountain have taken a mysterious turn—into a boulder at the bottom of the Pine Grove pond. Fresh from your seawater adventures in the lagoon, you'll be able to smash the rock with your Talon Torpedo move. Swim through the opening, make a brief stop to battle Klungo, then resurface in a barren region of Isle o' Hags known as the Wasteland. You can't miss the entrance to Terrydactyland. Just wander into the belly of the stone beast.

TERRYDACTYLAND

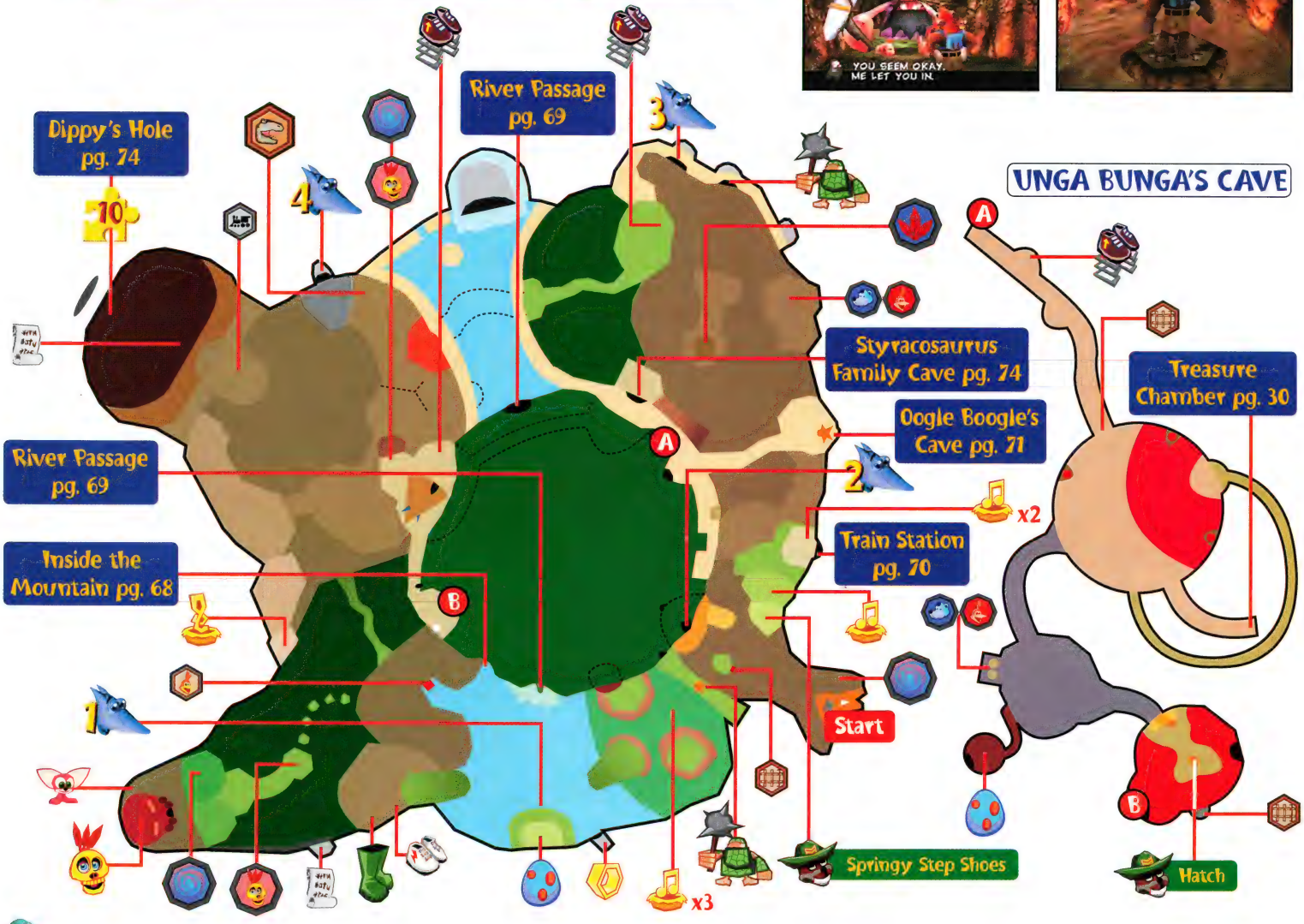
In a land that time forgot, you'll have to feed a tribe of cavepeople, hatch the eggs of a disgruntled parent, and heal an entire family of sick Styracosauruses. You may feel like a Jurassic social worker by the time you leave.

Springy Step Shoes

More portable than a Shock Jump Pad and cheaper than sneakers, the Springy Step Shoes allow you to leap to the top of Terrydactyland's numerous cliff faces and steep pillars. You can make only one big jump each time you put on the shoes.

Deju Vu All over Again

Halfway up the mountain lies the secret entrance to Unga Bunga's humble abode. The simple-minded caveman is guarding the entrance, and he seems to have forgotten about the Priceless Relic Thingy theft incident. Step on the Gate Switch, then enter the cave to learn Hatch.



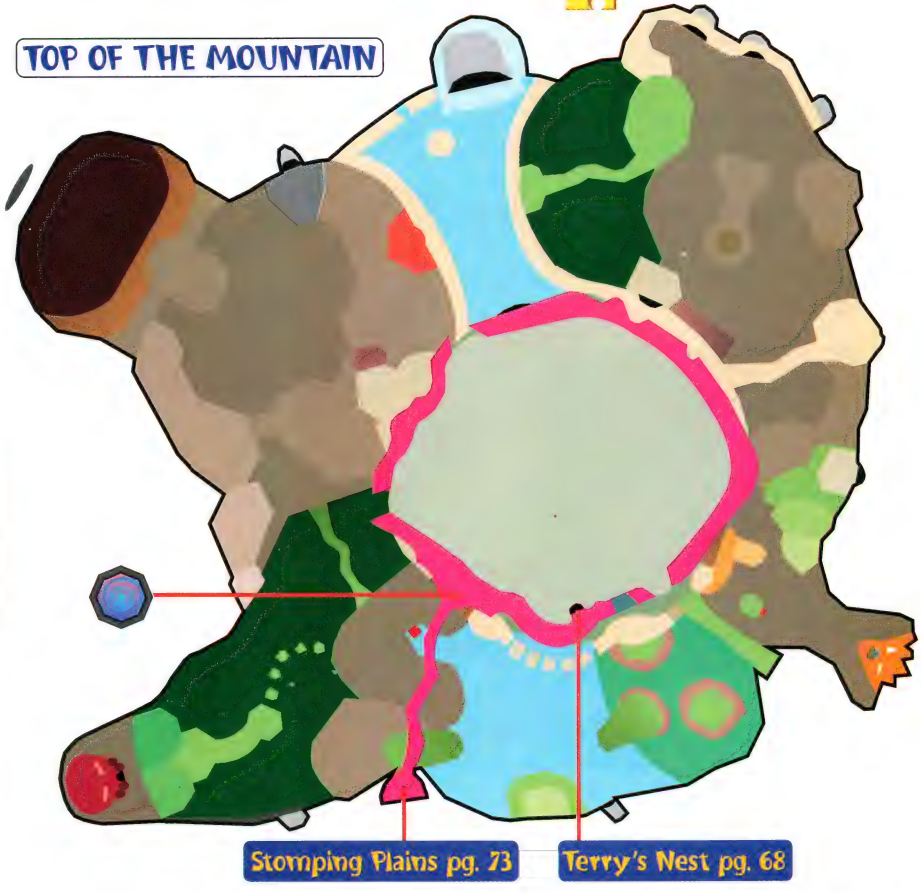
Hatch

You can't deny your true nature, and for Kazooie that means hatching eggs and eating worms. The Hatch skill allows you to sit on the eggs of other creatures and quickly hatch them open.

Because It's There

There are Jiggies galore waiting for you at the mountaintop, but getting there would be a challenge for even the sturdiest climber. Make your way up and around the left-hand ramp opposite the Train Station. You'll encounter a number of jumps followed by a sheer cliff. Locate the Springy Step Shoes inside Unga Bunga's Cave and use them next to the "To The Nest" sign.

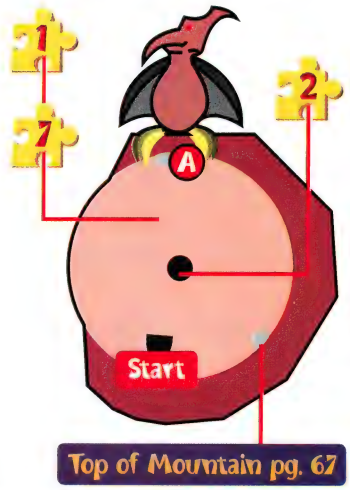
Terry will spit at you as you make your way up the cliff. The purple rain won't stop until you reach the Warp Pad on top of the mountain.



1 Scary Terry

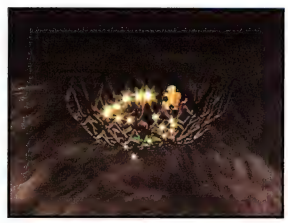
The only thing worse than a disgruntled parent is a disgruntled parent who's 20 stories tall—especially when he thinks you've kidnapped his eggs. When Terry attacks, scramble through the nest until he decides to fly to a better vantage point. Use Grenade Eggs with the Egg Aim while he's in flight. After a few concussions, he'll decide the battle isn't worth it and give you both a Jiggy and a new mission.

Between flights across the nest, Terry will occasionally cough up snotty Mucoid buddies to assist him in battle. Use the Forward Roll move to send the sticky slimeballs to an early grave.



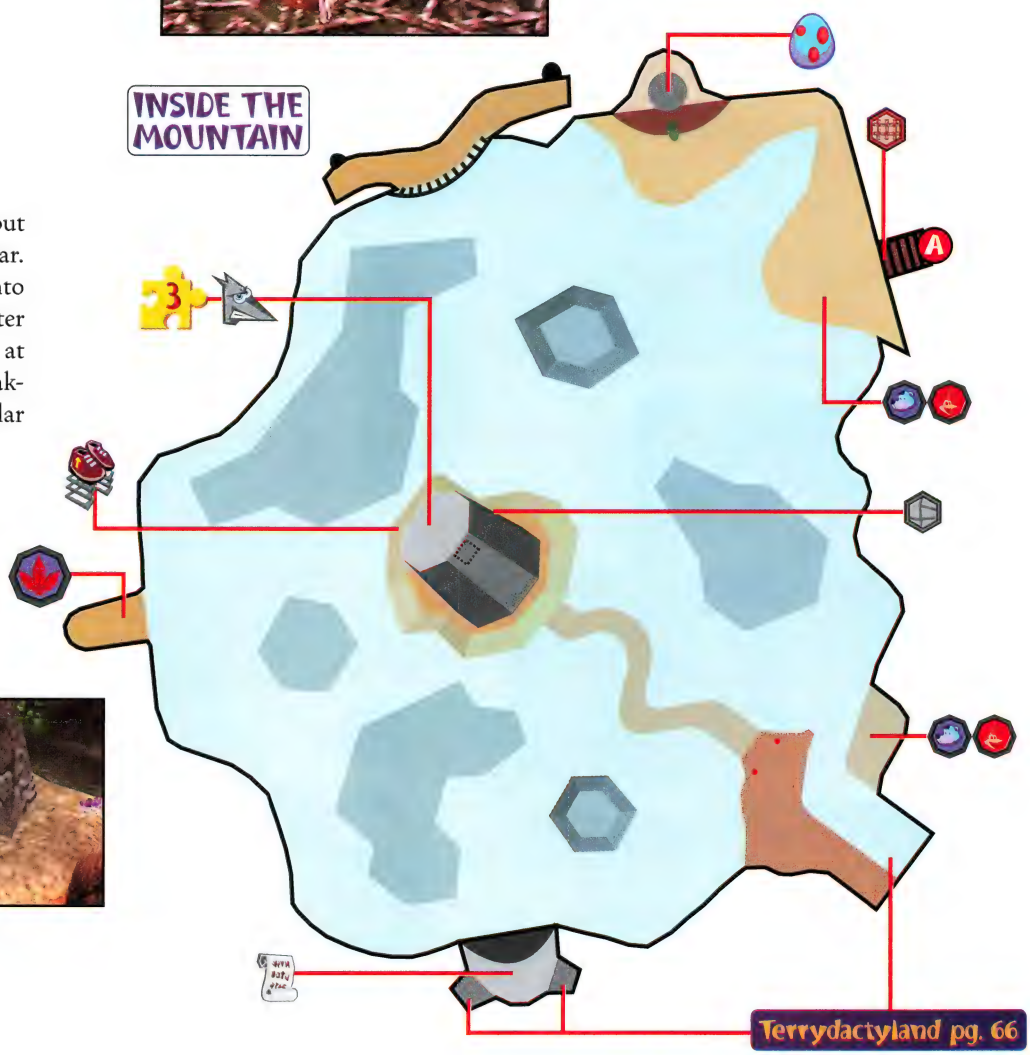
2 Nest Drilling

It takes a lot of work to be a parent, and sometimes those annoying maintenance chores get lost in the shuffle. Take advantage of Terry's lax housekeeping and locate a weak point near the middle of his nest. If you perform the Bill Drill there, you'll discover a Jiggy in a basket.



Bridge the Gap

Underwater bridges are fine for Atlantis but hardly helpful if you're a landlubbing bear. Make your way into the mountain, dive into the water then find the Flying Pad at water level. Fly to the small island with a pillar at its center in the middle of the lake. Beak-Barge a stone switch on the side of the pillar to raise the bridge.

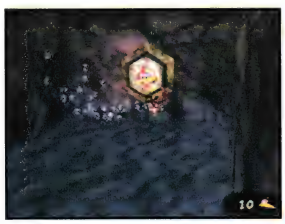


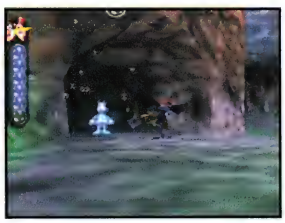
3 Get in My Belly

A dino with ulcers? Maybe he should lay off the coffee. When you jump to the top of the island pillar, Chompasaurus will swallow you whole and request a little digestive tract cleaning. Use the Breegull Blaster to send his Blaarg Ulcers to a well-deserved doom. If you destroy enough multi-colored Blaarg Ulcers within the time limit, the dinosaur will relieve himself of a Jiggy.

1 Underwater Jinjo

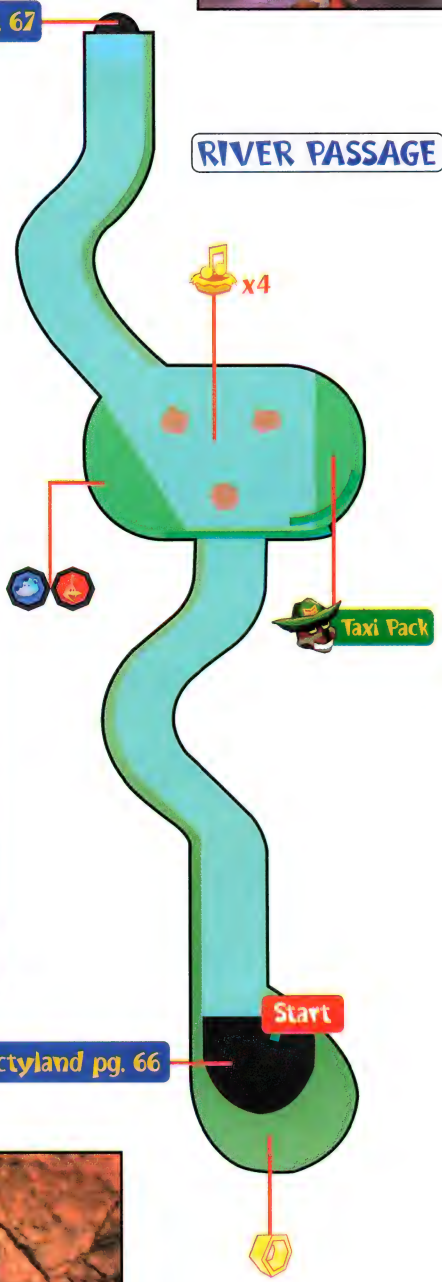
How Jinjos survive underwater is a mystery to biologists everywhere. Help out with another test specimen by locating the small island with an egg on top—it's to the left of the world's entrance. Dive underwater, find the Kazooie boulder, and hit it with the Talon Torpedo to release a Jinjo.





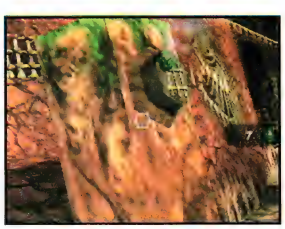
Taxi Pack

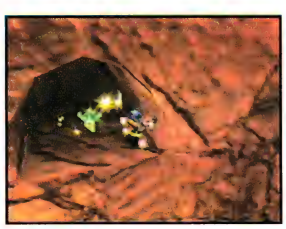
Deep in the heart of the River Passage lies the Taxi Pack, a nifty new ability from Jamjars. The new skill is for Banjo only, so Split Up beforehand and Grip Grab your way to the sarge. The Taxi Pack allows Banjo to place certain passengers into his Kazooie-less backpack and haul them around.



2 Jinjo Jail

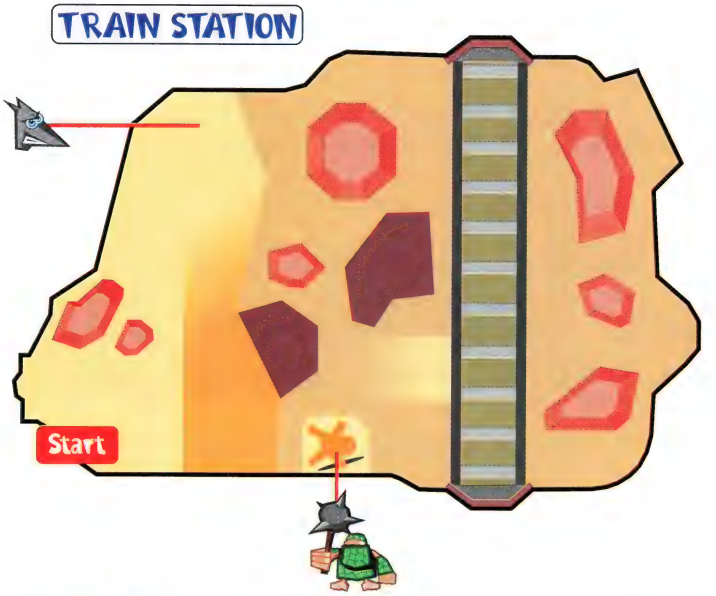
To grant the poor Jinjo in the cliff face cell an early parole, launch Grenade Eggs at a Cage Switch on the side of the pillar located in front of the level's entrance. You will open up the Jinjo's prison bars, but you'll need to find a Flying Pad to reach him.





3 A Clockwork Jinjo

Even Kazooie isn't small enough to reach the third Jinjo, despite her all-grubs, no-carbos diet. To release the locked-up Jinjo, locate the small holes near its enclosure. Launch a Clockwork Kazooie Egg into the hole, then touch the Jinjo to send it on its way. There are a number of the small holes, so make sure you're well stocked with the special eggs.



4 The Rocknuts Tribe

Angry cavemen are nothing new to our heroes, but armored angry cavemen would give even the bravest bear pause. The heavily garbed Rocknuts are invulnerable from the front, but there are undoubtedly some drafty breezes blowing around their scantily clad rears. Guide the Clockwork Kazooie Eggs to their unguarded derrieres to defeat them. Once all the Rocknuts have fallen, you'll be awarded a Jiggy.

Reach the Rocknut in prison the same way you rescued Jinjo number three. A Clockwork Kazooie Egg into the small hole will teach the unruly cavemen to invest in a sturdy pair of overalls.

When you encounter a Rocknut from the front, launch your Clockwork Kazooie Egg over its unguarded shoulder or steer the bomb behind them, allowing you a perfect shot at an ugly rear end.

Wumba Magic

When Wumba's Wigwam is at normal size, Banjo can transform into a Baby T-Rex. The cute little guy is so green, he doesn't even know how to roar yet. You'll have to talk to one of the Bargosauruses scattered around the level to learn how. You can then use a roar to roll back stone portals with a picture of the Baby T-Rex on them.

5 Creature Cryptography

The Secret Code of the Dinosaurs and a Cheato Page are kept in a gated cave that's accessible through a Baby T-Rex door behind Wumba's Wigwam. Roar at the door to make it open, then read the code on the Information Signpost inside the cave. From the tepee, follow the upward-sloping trail to a Baby T-Rex door. You'll pop out near a Jiggy. Roar the code to get the prize.

Mumbo Magic

Mumbo gets busy in Terrydactyland. His first bit of shamanism enlarges stepping stones for easy access to his skull. He also possesses the ability to shrink and enlarge Wumba's Wigwam—which will determine the creature Banjo transforms into.

Mumbo's enlarging magic also comes in handy in the Styracosaurus Family Cave. Use the Mumbo Pad therein to restore tiny Scrit to a respectable size.

Wumba Magic

Once Mumbo enlarges Wumba's Wigwam, a dip in her pool will transform Banjo into the Daddy T-Rex, a huge monster with a roar that can flip the stoutest enemies onto their backs. You can also step on a special switch as big Daddy, but unfortunately, there's no biting allowed.

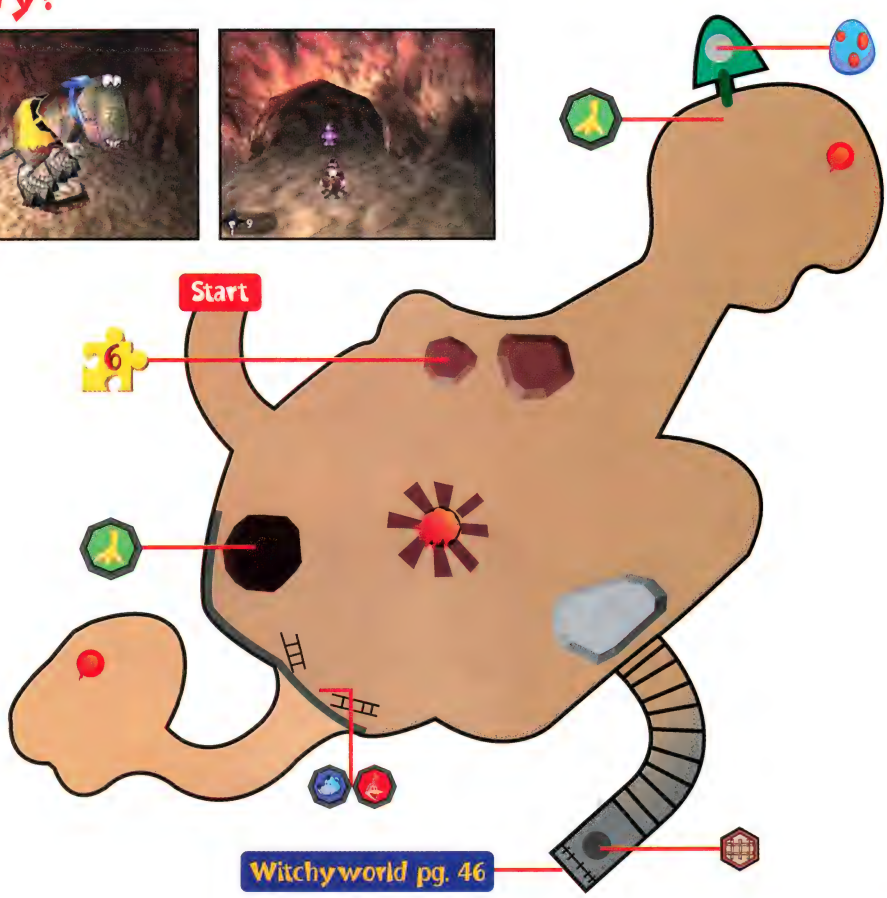
4 Who's Your Daddy?

Once you've become the Daddy T-Rex, track down the Daddy T-Rex Switch next to the Wigwam. Pressing it will open up a nearby Jinjo cave, but it's too small to enter in your current form. You'll need to switch back to Banjo and run to the Jinjo before the cave closes up again.

Surprise!

You'll put Daddy T-Rex's voice to good use with the stout caveman who guards Oogle Boogle's Cave. Let loose with a mighty roar to send him fleeing into the night.

OOGLE BOOGLE'S CAVE



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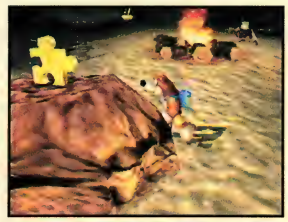
Claw Clamber Boots

Sometimes Kazooie drives Banjo up the wall, and sometimes she just carries him. Talk to Jamjars once you reach Grunty Industries to become a master in the proper usage of the Claw Clamber Boots. Once you possess the skill, you'll be able to sneak burgers out of Witchyworld and give them to the hungry Oogle Boogle tribe.

6 Clan of the Cave Burger

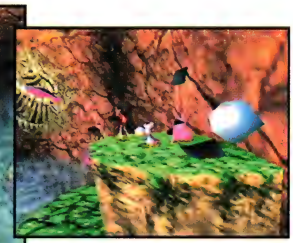
The Oogle Boogles have neither food nor fire in their chilly cave. There's a simple solution to their heating problem—just lob a Fire Egg at each of their log piles—but food is scarce in Terrydactyland. You'll need to exit the cave to Witchyworld, where burgers are abundant at Al's stand. Pick up the food at the the stand then grab the Claw Clamber Boots on the roof of the Big Top. Use the boots to run up the claw prints to the entrance in Area 51.



After you return to the tribe's cave through Area 51, give hamburgers to all three starving cavemen. You'll receive a Jiggy for services rendered.

7 Hatching a Plan

It's not uncommon to be asked to baby-sit for a friend. It's a little more unusual when the friend recently tried to drown you in Mucoids. Once you use a Split-Up Pad to grant Kazooie her freedom, make for the Flying Pad in front of the Styracosaurus Family Cave. Fly to the lake by Mumbo's Skull, land on the egg and hatch a cute baby pterodactyl. You'll discover another egg high inside the mountain, one in Oogle Boogle's Cave, and a final egg in a small red crack near the rear of Unga Bunga's Cave.

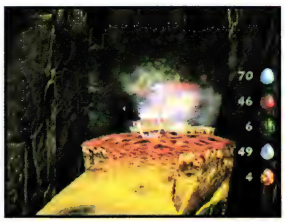


Hatching eggs is easy. It's tracking them down that can be a challenge. Look for the blue eggs with spots.

The final baby is too big to return home on its own. Use a Split-Up Pad to become Banjo, then grab the baby bird in your Taxi Pack and take it home to Terry. Yet another Jiggy will be yours.

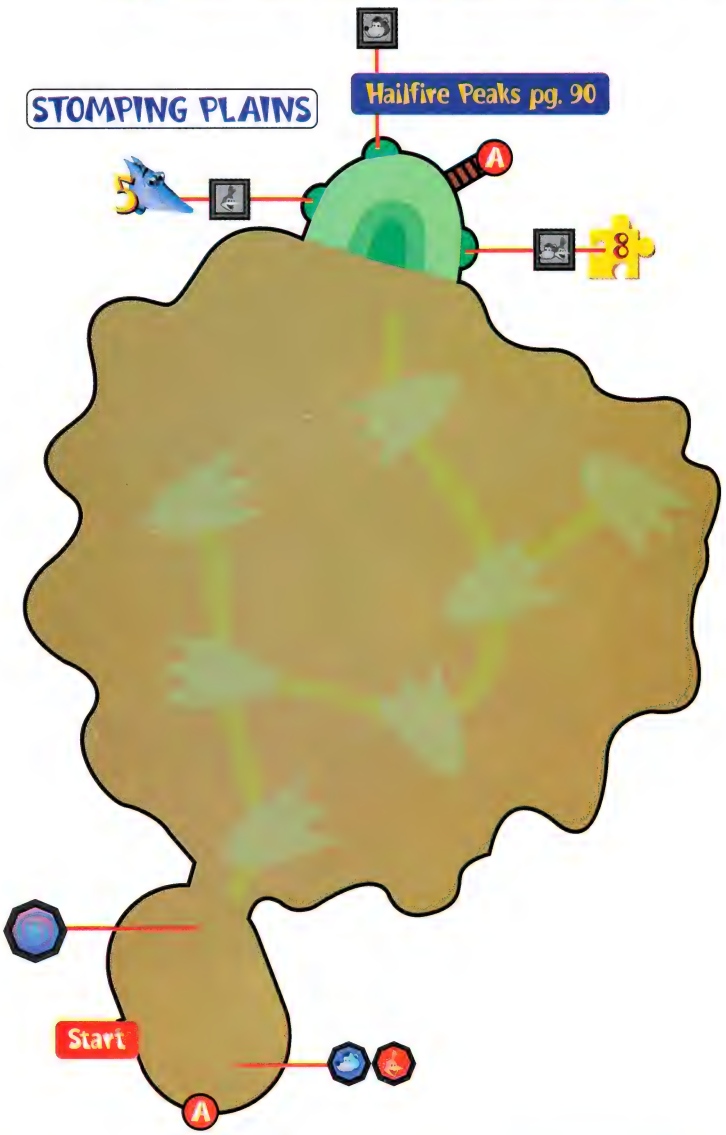
Put out the Fire, Banjo

From the Warp Pad on top of the mountain, you'll need to traverse a narrow bridge and navigate a dangerous cave to reach the Stomping Plains. Once inside the cave, you must continue down the bridge, putting out raging fires with Ice Eggs and jumping over gaps as you go. Before you make the trip, eliminate the lone Soarasaur with a Grenade Egg.



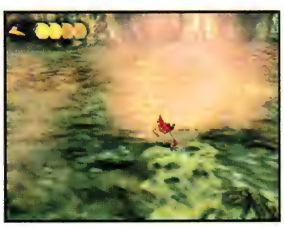
The Stomping Plains

The Stomponadon who rules the Stomping Plains is so large you'll see only his foot. Don't look too long, however, or you'll end up as a Banjo pancake. Use the Wonderwing to run across the plains, then step on the Banjo-Kazooie Pad for a Jiggy.



Krazy Kazooie

You'll need to send Kazooie across the plains alone, but that means Wonderwing is out of the question. Kazooie is fast enough to make it from footprint to footprint without being smashed—as long as you avoid dead ends. Make it across to release a Jinjo.



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Pack to the Future

Hailfire Peaks awaits you at the end of the Stomping Plains, but to get there Banjo must go it alone. Pudgy Banjo isn't fast enough to avoid the business end of the Stomponadon's foot, so don't attempt the crossing until you learn Jamjars' Snooze Pack. Run to the nearest footprint—you'll get stomped—then snooze until you've recovered all your Honeycombs. Repeat the pattern to make it across a little thinner, but otherwise unscathed.

9 All in the Dino Family

The Styracosaurus family is in a state of turmoil. One kid has run off, one is sick, and the other is a tiny weakling. You can find Scrut, the missing dino, in Witchyworld—load her onto Chuffy to return her home. Mumbo's magic weight-gain formula will beef up Scrit in a heartbeat. Scrat, the sickly dino, must be packed into Chuffy and hauled to the Cliff Top, where Mumbo can nullify her nausea.

Pick up Scrat using the Taxi Pack, then deposit her in Chuffy. You'll need to reunite with Kazooie before driving out to the Cliff Top. Once there, give Mumbo the Glowbo located atop the Hailfire Peaks entrance and take control of the shakin' shaman to restore Scrat to good health. A single Jiggy is your reward—plus the dinos won't eat you.

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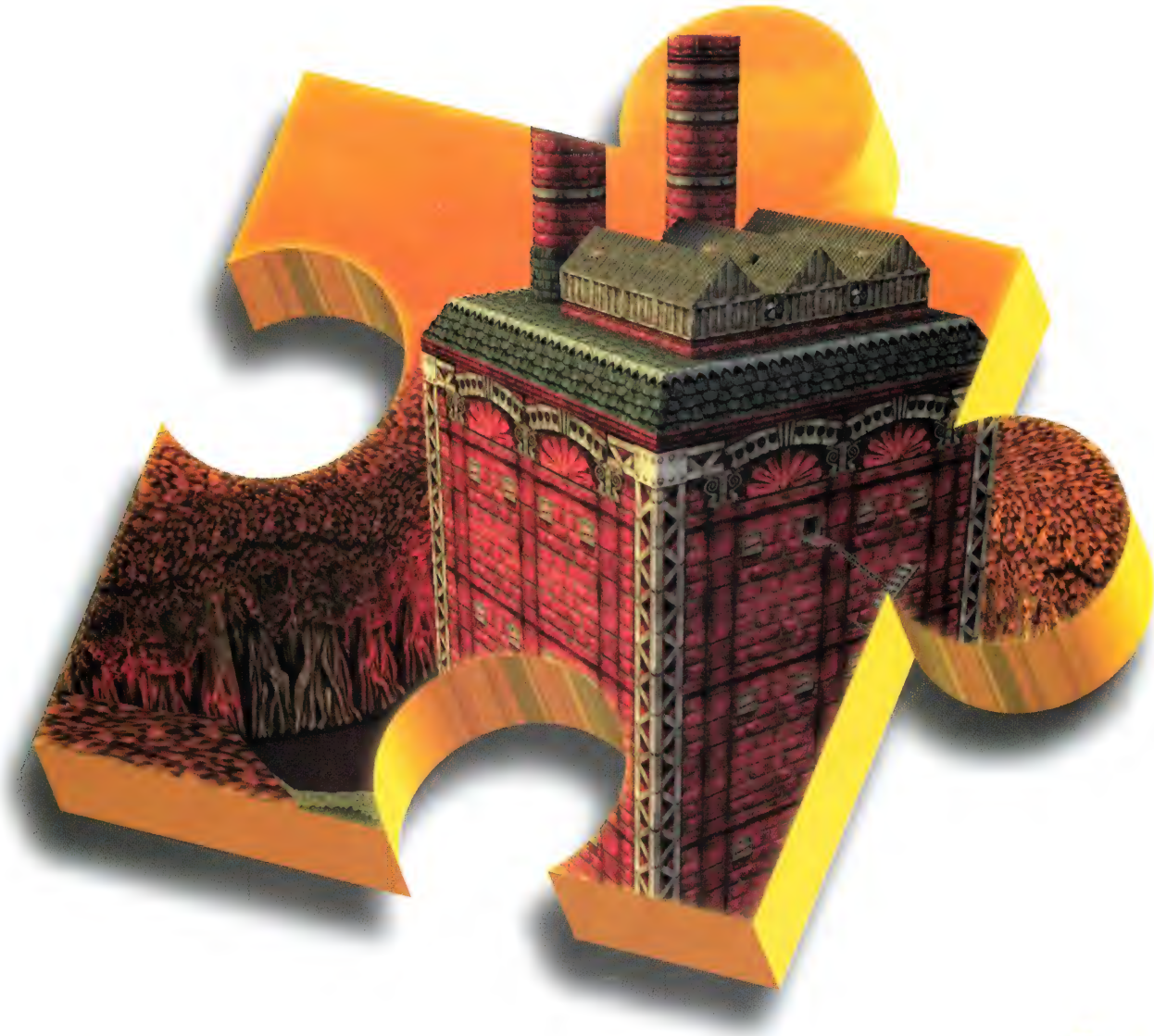
10 Drought-Stricken Dino

Dippy the Dinosaur hasn't had a drink in so long, he's reduced to using words like "Blurrrgh." Help him wet his whistle when you visit Cloud Cuckooland. Go to the Central Cavern, dive underwater then switch to the outside reservoir. Find the boulder with Kazooie's face and give it a good smack with the Talon Torpedo. The water will drain into Dippy's pool.

GRUNTY INDUSTRIES



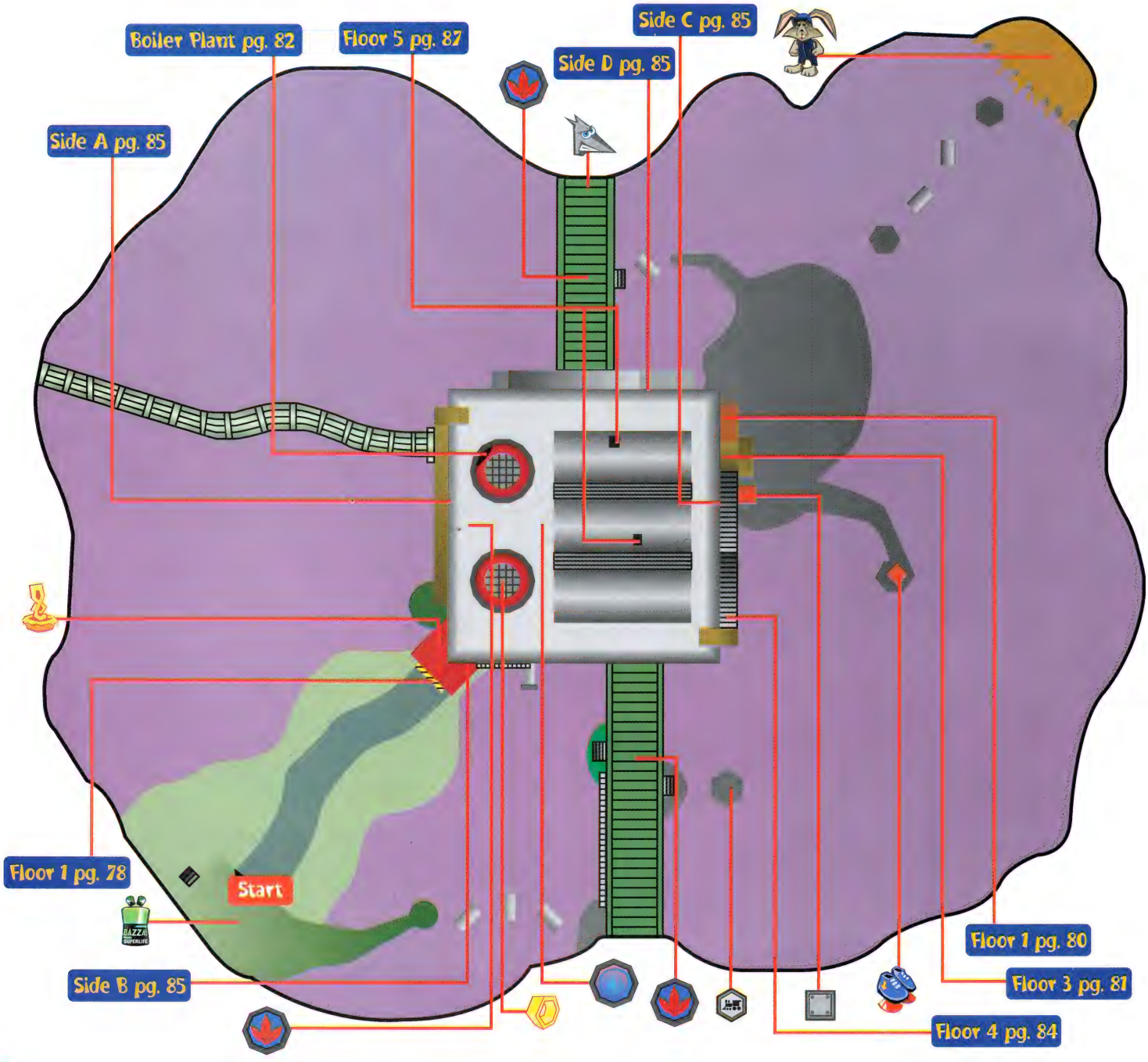
Vertical Hole

x28

The Quagmire—a festering pit filled with toxic waste and industrial refuse—was the last stop on Grunty's destructive joyride, and it's the last bit of the Isle o' Hags you'll need to discover before you can access all of the worlds in the game. Just follow the tracks through the Wasteland, up a sheer cliff face and into a hole. The Springy Step Shoes on a nearby hill will help you vault into the Quagmire entrance. Activate the Silo to make return trips easier.

GRUNTY INDUSTRIES

As public interest in witchcraft wanes, Gruntilda has shifted to a new business strategy: underwear manufacturing. Her aging plant in the Quagmire is filled with so much unsafe machinery and toxic waste, you may want to file a grievance.



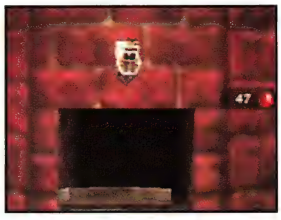
Ride the Rails

It's corporate policy at Grunty Industries to bar unauthorized bears from setting foot on company property. The loading dock is the only unsecured entry point, so you'll need to use the train to go inside the building. Hit the Train Station Switch outside the plant then return to a world you've visited to board Chuffy. Some cantankerous waste drums will greet you at the loading dock.

The Chuffy Switch is the only useful thing you can access when you arrive at Grunty Industries. Climb above the world entrance, then jump across stepping stones to a large pipe. The switch is on the other side.

Big Brother Witch

Grunty installed security cameras to prevent rival underwear manufacturers from stealing her patented process. She'll be pleased that they're also making your life miserable. Use Grenade Eggs to destroy the cameras, or face the shocking prospect of fighting Tintop drones.



If you step into a camera's view, an alarm will sound and Tintop robots will pour into the room from an open pipe. Wait until the Tintops pop open then destroy them with Grenade Eggs. The robots are invulnerable while their lids are shut.

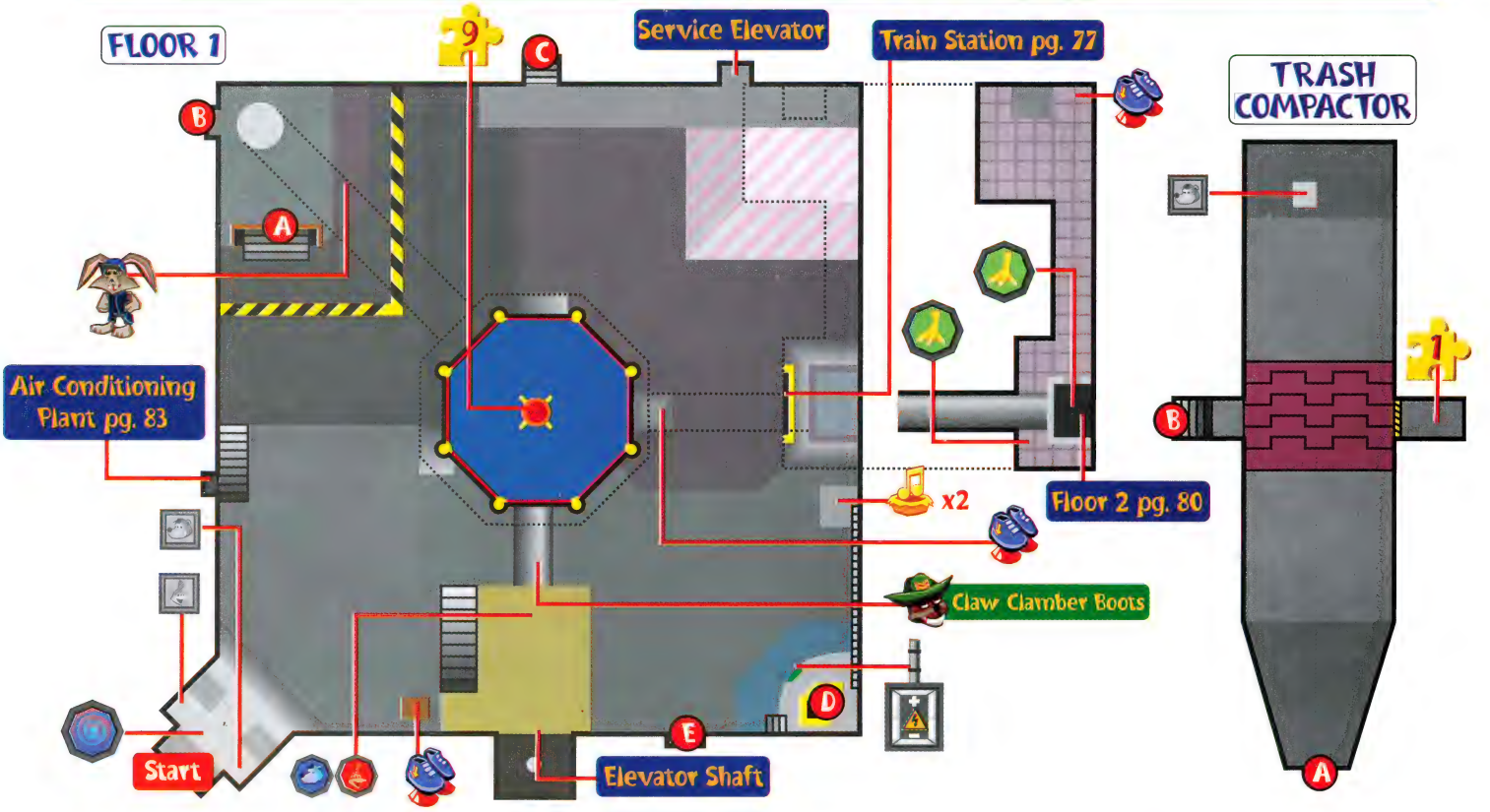
Air out the Building

As much as you like riding around in Chuffy, it's a tedious way to go in and out of the building. Once you're inside the plant, it's easy enough to open the main door for return visits. Jump on the Split-Up Pads in the center of the main room on the first floor then put Banjo and Kazooie on their respective switches by the big door.

Once the big metal door creaks open, it stays open. You won't need to catch a train your next time through. The door also reveals a Warp Pad.

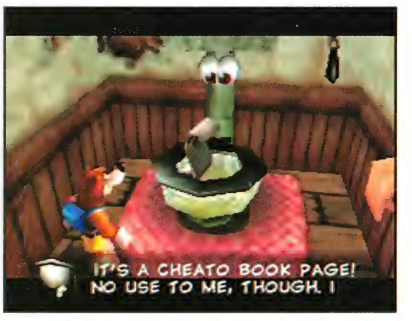
Claw Clamber Boots

Only a lunatic would try to walk up a wall with suction cups on her feet—unless there was a pre-marked path of clawprints to follow. You might have seen the yellow markings on the wall in previous worlds, but you haven't been able to follow them. Jamjars will teach you how to use the Claw Clamber Boots.

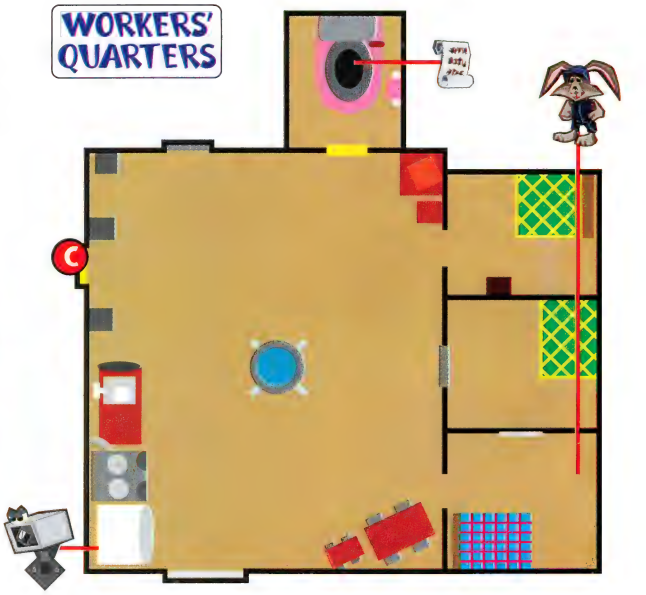


Throne Repair

It's hard not to take things personally when you're a toilet. You just give and give—and what do you get in return? Well...we won't get into that. What the workers have done to Loggo, however, is genuinely insulting. They've purposely clogged it up with paper, and you'll need to dislodge the mess.



Kazooie may not like it much, but you'll have to use her beak to clear out Loggo's pipes. Perform the Bill Drill move in Loggo's bowl to bring him some relief. Flush with gratitude, he'll give you a Cheato Page.



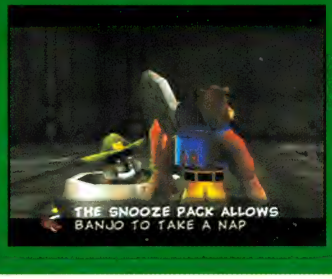
Free-Range Power

While at Grunty Industries, you won't be able to pick up batteries at the store as you do in the real world. Like your ancient ancestors, you'll need to hunt for alkaline power cells in the wild. The batteries will hop around until you use your Pack Whack move to stun them senseless. They'll be dizzy long enough for you to throw them in your Taxi Pack. Four doors in the factory require added battery power before they'll open.

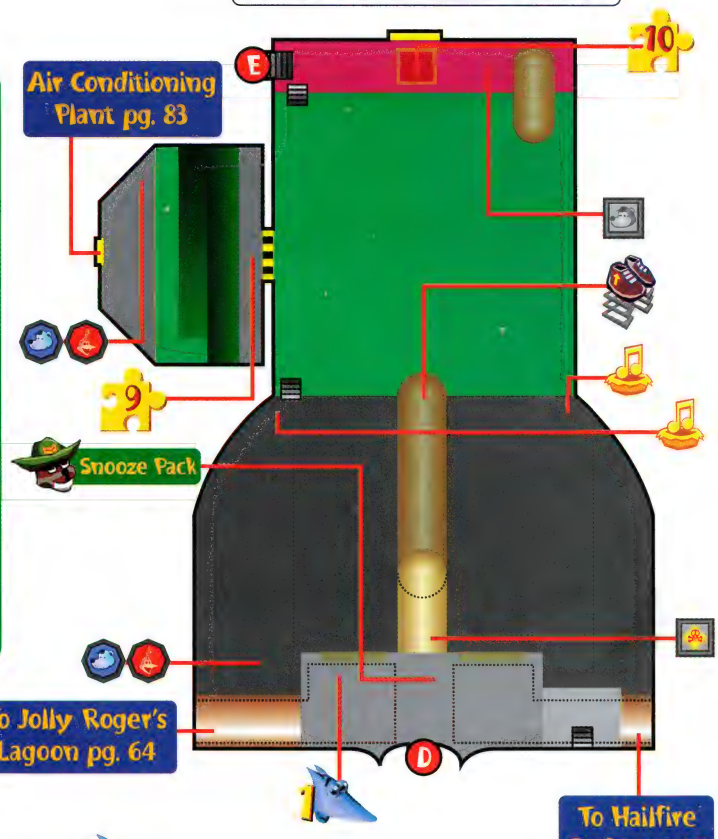
Doors that require batteries are marked by yellow signs with lightning bolts on them. The little battery-sized slots are kind of a dead giveaway, too. After you insert the battery, the door will open—and stay open for the remainder of the game.

Snooze Pack

Everyone knows bears love to sleep, but did you know sleep gives them stamina? Recent health studies show that the average shorts-wearing bear will quickly recover Honeycombs when he performs the Snooze Pack Move by hitting Z and the right C Button. Doctors have determined the move is helpful after you are squashed.

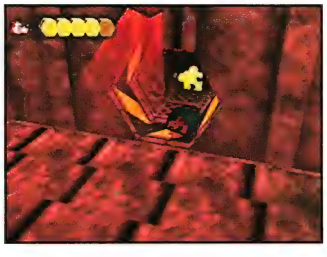


WASTE DISPOSAL PLANT



1 Bear Patty

The Trash Compactor has two giant smashing mechanisms inside of it. The first will take away all but one Honeycomb. The second will end your game—that is, if you don't use the Snooze Pack to recover. Go to the end of the compactor, hit the Banjo Switch then grab the Jiggy in an alcove near the conveyor belt.



1 Aqua Jinjo

The Jinjo in the Waste Disposal Plant is visible through a window but unreachable from the room. Go to Smugglers' Cavern in Jolly Roger's Lagoon to find a plate embossed with Kazooie's face. Use the Talon Torpedo to break through to a pipe leading to the Jinjo. Ice Eggs will stop the propellers inside the pipe.

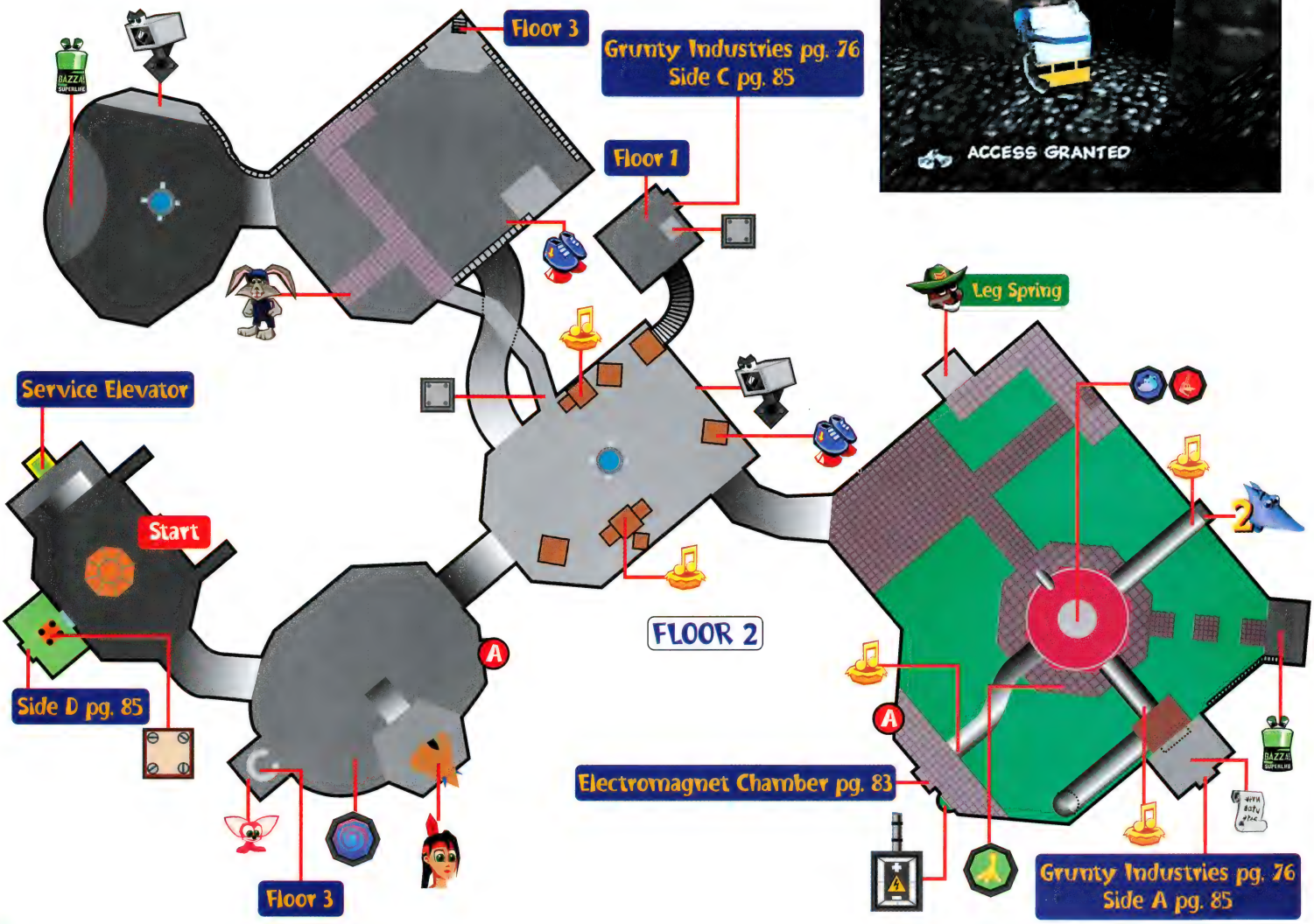
Wumba Magic

If you've ever wondered what a front-loading clothes washer would look like in a pair of yellow shorts, you're in luck. Wumba's transformative magic puts you on four creaky wheels so you can blend in with the plant's mechanized work force and make washable fabrics springtime fresh.

Harness the power of the spin cycle by firing lethal salvos of tighty whiteys at enemies. Underwear makes for weak projectiles, however. Fire from short range.

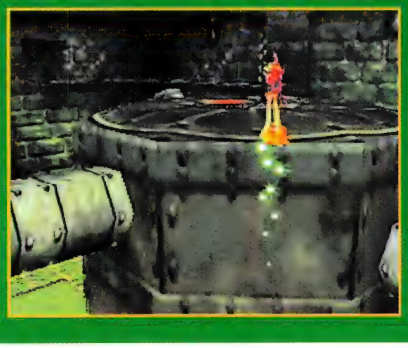
Company Perks for Mechanical Personnel

There's a clear hierarchy at Grunty Industries. Flesh-and-blood laborers do all the work while mechanical employees call the shots. Your transformation into a Washer results in an instant promotion to management. You'll be able to use service elevators and restricted doors to access new areas of the building.



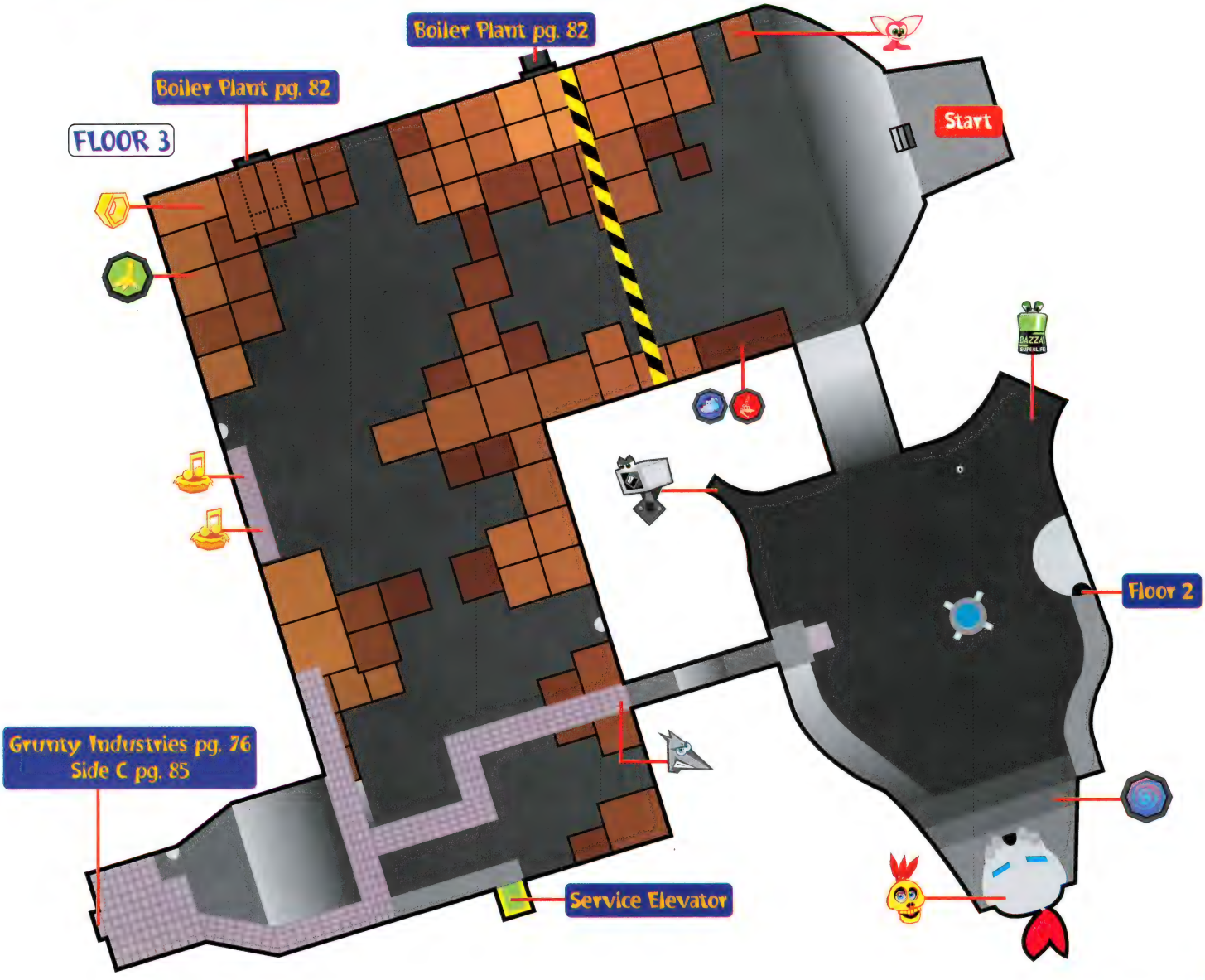
Leg Spring

You've probably noticed before that Kazooie seems to jump higher with Banjo on her back than she does by herself. It isn't that she can't do it—she just needs Jamjars to awaken the possibilities of her vertical leap. After you visit your martial mentor, you'll be able to flip up to previously unattainable heights.



2 Ledge Leap

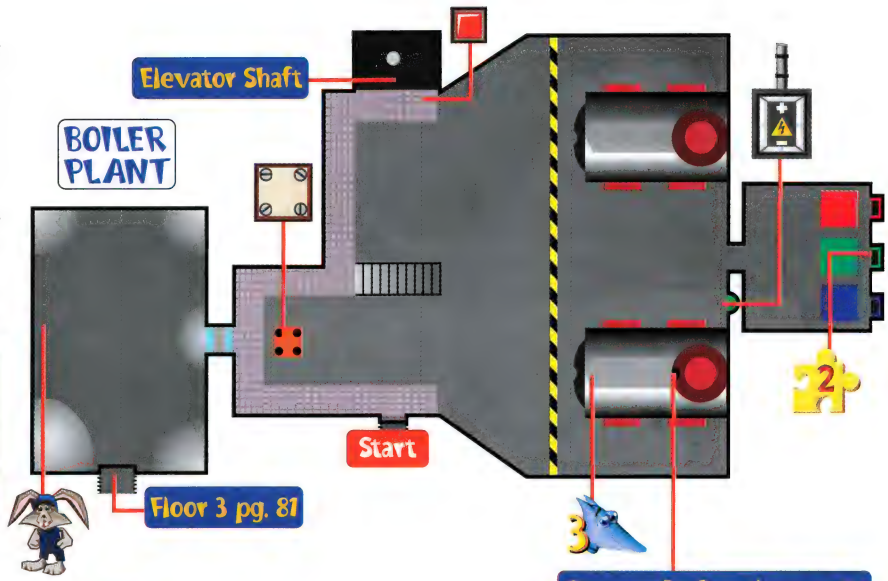
Until you learn the Leg Spring move, the Jinjo on the Second Floor will languish on a ledge near a storage tank. After you visit Jamjars, however, you'll be able to hop up to the ledge from the pipe beneath it. A pair of Split-Up Pads are conveniently located on top of the storage tank.



Give 'Em the Shaft

The elevator in Grunty Industries would make it very easy to get around inside the building—so, of course, it's broken. You can climb up the elevator cable then jump to platforms on the different floors, but you need to open the doors from inside before you can access the floors. Work your way to the red door switches by taking longer, more difficult routes. The Elevator Shaft makes return trips much easier.

It's an easy climb up the elevator cable to the floor of your choosing, but you should execute your jump carefully. A fall from the fourth floor will eat up a lot of Honeycombs when you arrive abruptly on the first floor.

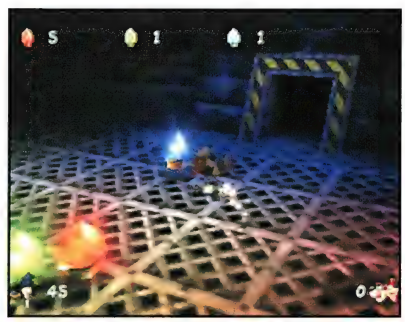


Screw It Up

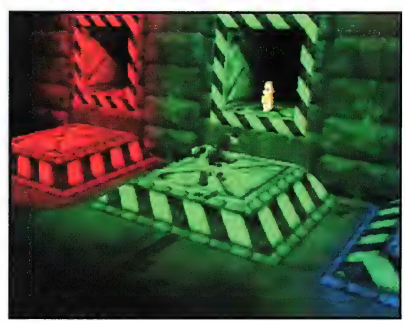
You may pass by the large plates on the floor a few times before you realize that they aren't just part of the industrial landscape. Four bolts hold the plates down, which finally gives you the opportunity to use the Bill Drill to drill something—or un-drill it, as the case may be. When you're finished with the bolts, an important item beneath you will fall into place, such as a Mumbo Pad or a platform.

2 A Light Run

Grunty Industries must be having trouble filling positions in its packing department. The company will overlook your trespassing if you help them pack Twinklies, their exciting new line of festive lights. Using the Turbo Trainers, chase down the red, green and blue lights as they appear and disappear on the floor, then deposit them in their respective bins.

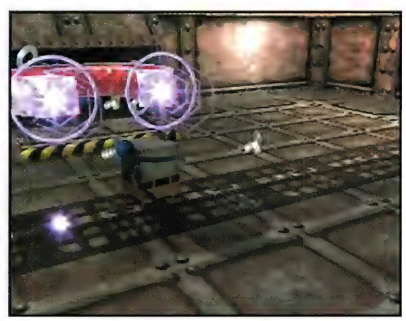


You'll slow down as you accumulate more and more Twinklies. You should regularly run across the sorting bins to drop off your loads and maintain your speed.



Distracting Attraction

Banjo and Kazooie aren't heavy enough to turn on the remote door switch in the Electromagnet Chamber—you'll need to transform into the Washer to open up a new section of the Air Conditioning Plant. The Washer won't be able to approach the switch, however, until you disable the powerful electromagnet in the room. Once you've unscrewed the bolts in a room upstairs, Mumbo will be able to help.



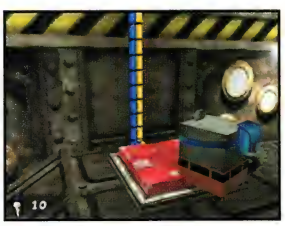
Mumbo Magic

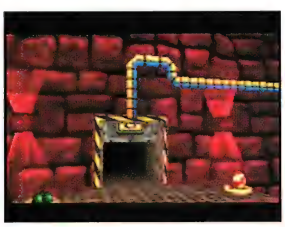
Mumbo prefers to practice constructive magic, but he's not above a little vandalism when Grunty is the target. He's been saving a special spell, EMP, for such instances. The electromagnetic pulse temporarily disables electrical machinery, allowing you to complete one of the level objectives. After you EMP the electromagnet, you'll have just enough time to regain control of Banjo, transform into the Washer then return to the Electromagnet Chamber.

The electromagnet won't give you any trouble after Mumbo sends a crippling electromagnetic pulse through it. Use the Warp Pads to get around the building, or you won't make it back in time.

3 Burying a Torch

Weldar, the near-sighted welding torch, has but one burning purpose at Grunty Industries: stopping flammable trespassers in the Repair Depot. It tends to stay near the center of the room much of the time—firing bursts of blue flame then inhaling objects—but it will occasionally try to crush you under the weight of its tank.

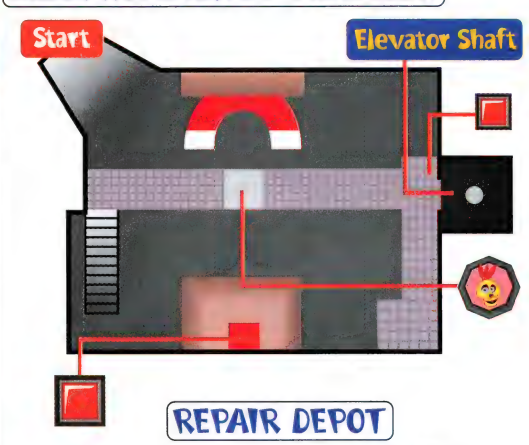




The door to Weldar's inner sanctum will open after you activate the remote switch in the the Electromagnet Chamber. You'll have to Grip-Grab to the door's platform.

Weldar is vulnerable only when it tries to inhale you into its tank. Fire Grenade Eggs into its torch orifice to inflict damage. Weldar will add a new element to its attack each time you score a hit.

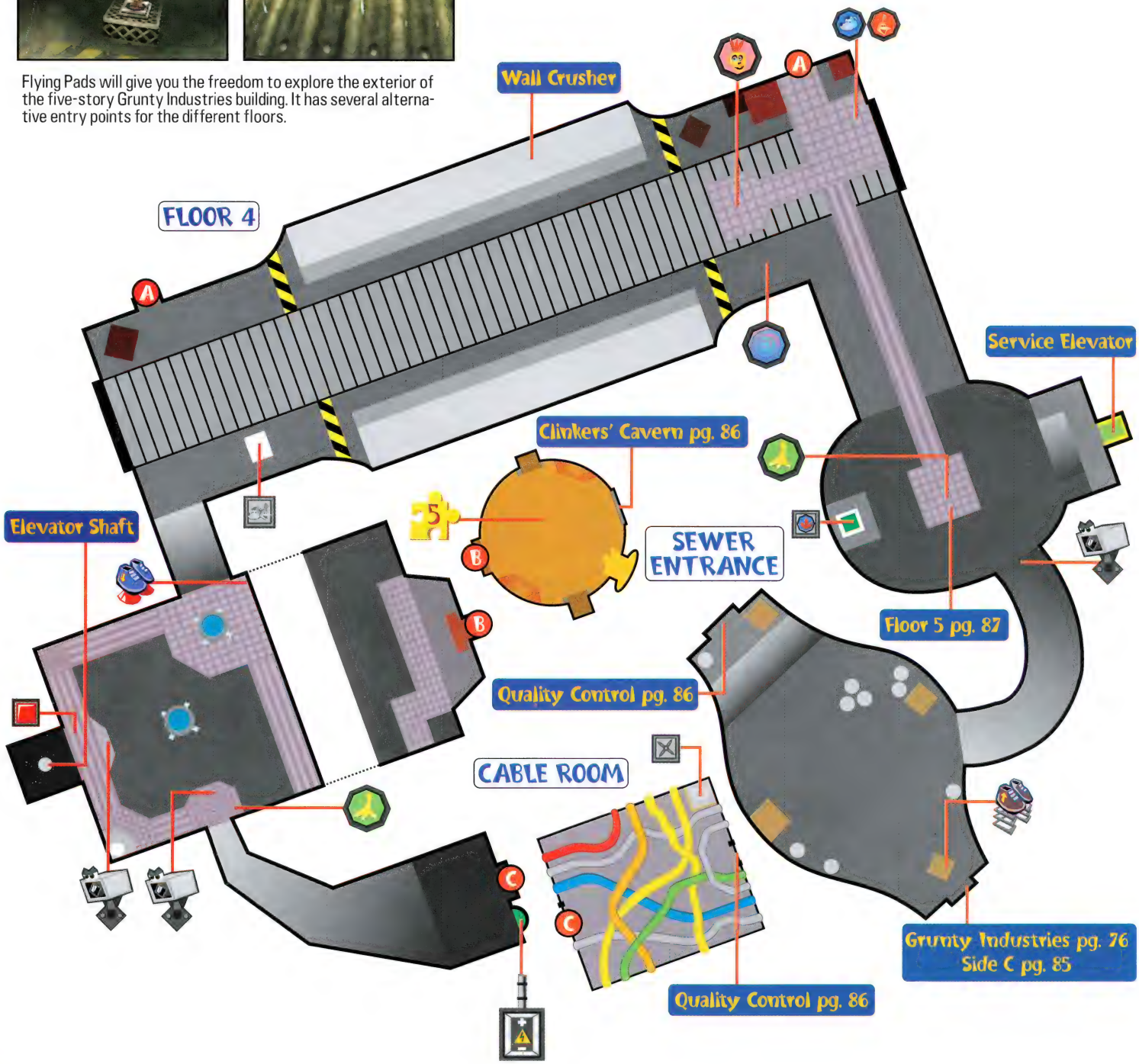
You'll need to hop over the electrified cables on the ground in the later stages of Weldar's attack. Once you've won, the giant fan will stop. Once it does, you'll be able to reach a Jiggy.

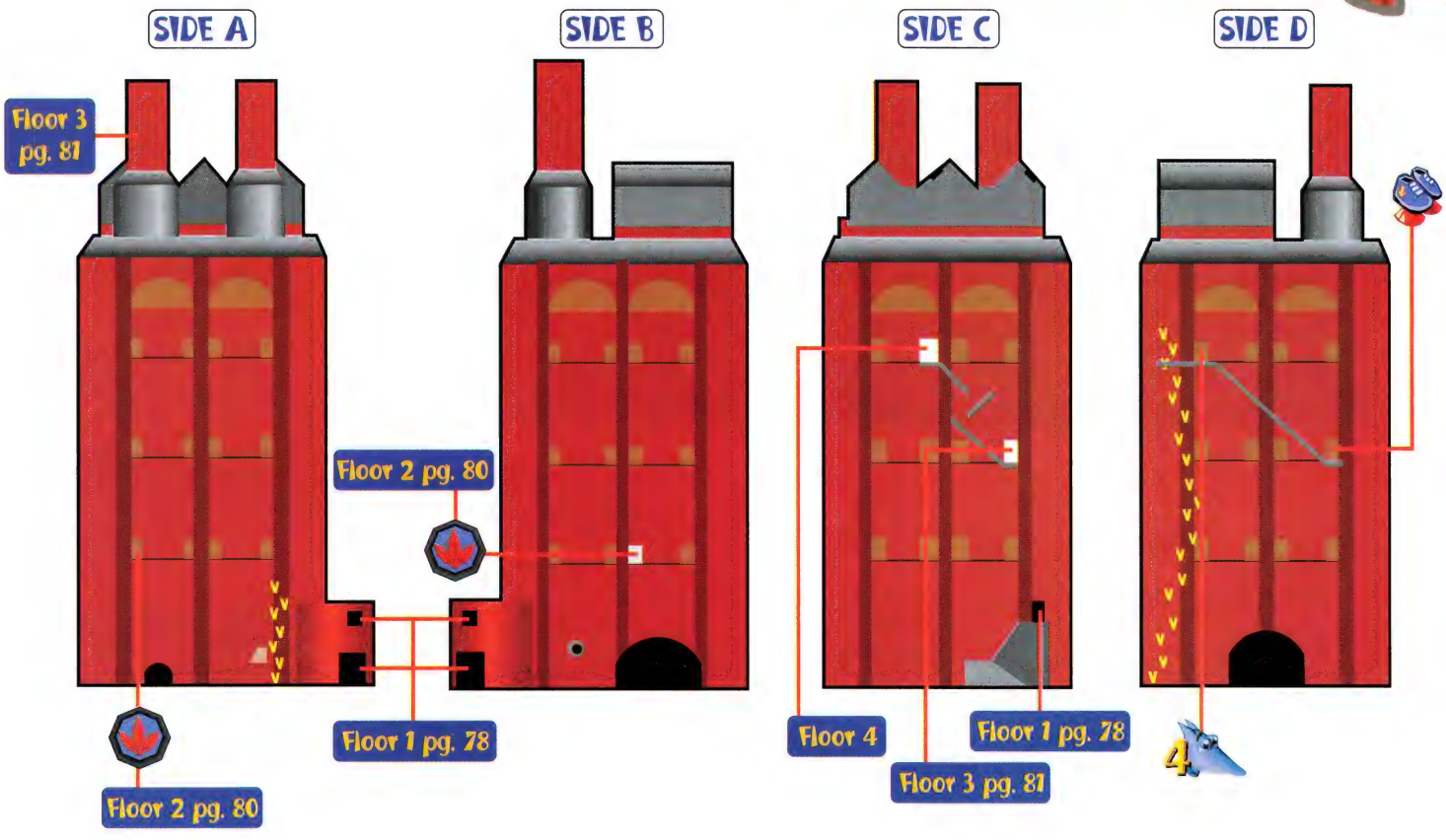


Cleared for Takeoff

You'll first reach the fourth floor by exiting the third floor to the outside of the building then climbing the fire escape. While you're exploring the new floor, be sure to stomp on the Flying Pad Switch that activates two Flying Pads near the outside of the building. Use the pads to fly up to the roof of the building, where you'll be able to activate a convenient Warp Pad.

Flying Pads will give you the freedom to explore the exterior of the five-story Grunty Industries building. It has several alternative entry points for the different floors.



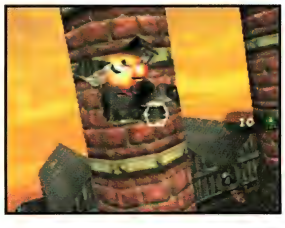


Smashing Entrances

Most of the plant's windows are boarded up, and those that aren't will need to be once you're finished with them. Fire Grenade Eggs at the suspect windows while in flight then swoop inside them to investigate. You'll always find an important item or objective inside the hidden entrances.

3 Smoky Jinjo

Make a special inspection flight up to the top of Grunty Industries' smokestacks. On one of them, you'll discover a shoddy-looking patch that you can strip off with a well-aimed Grenade Egg. Brave the soot in the dark opening to drop down to a waiting Jinjo on top of a boiler tank on the third floor.

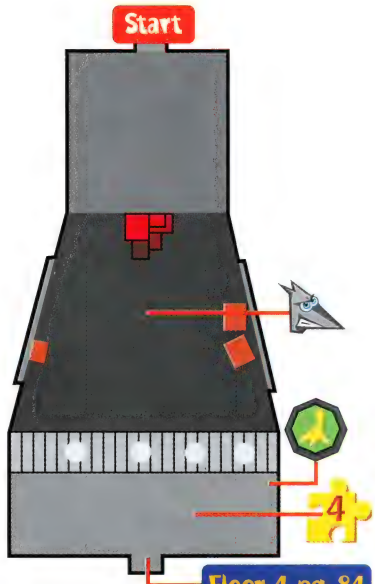


4 Wall Crawl

A team effort is needed to reach the Jinjo in a fourth-floor alcove. Separate Banjo from his feathered friend on the Split-Up Pad on the first floor then go around back to step on the Banjo Switch and open the door to the Jinjo. While he's on the pad, switch to Kazooie then use the Claw Clamber Boots in a box to scale the wall.

Mumbo Magic

In blatant disregard for corporate policy, the last person to use the wall crusher left the machine on, forcing you to turn to Mumbo once again for some industrial sabotage. You'll have very little time to get through the crushing area before the machine starts up again, so try jumping down from the Mumbo Pad to the Warp Pad.

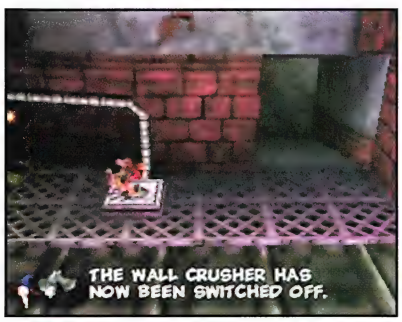


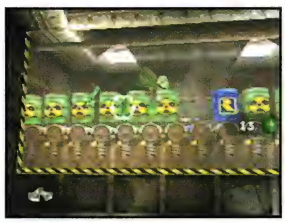
QUALITY CONTROL

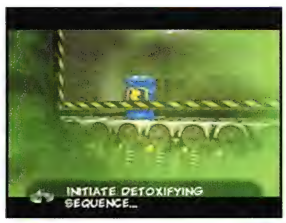
Floor 4 pg. 84

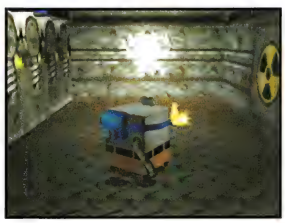
4 Drum Drill

Quality control can be accessed through the Cable Room on one side and a mechanical personnel door on the other side. Shoot the blue Rare drums with Grenade Eggs until you are awarded a Jiggy, then return to the room from the other side as a Washer to claim the gold prize.







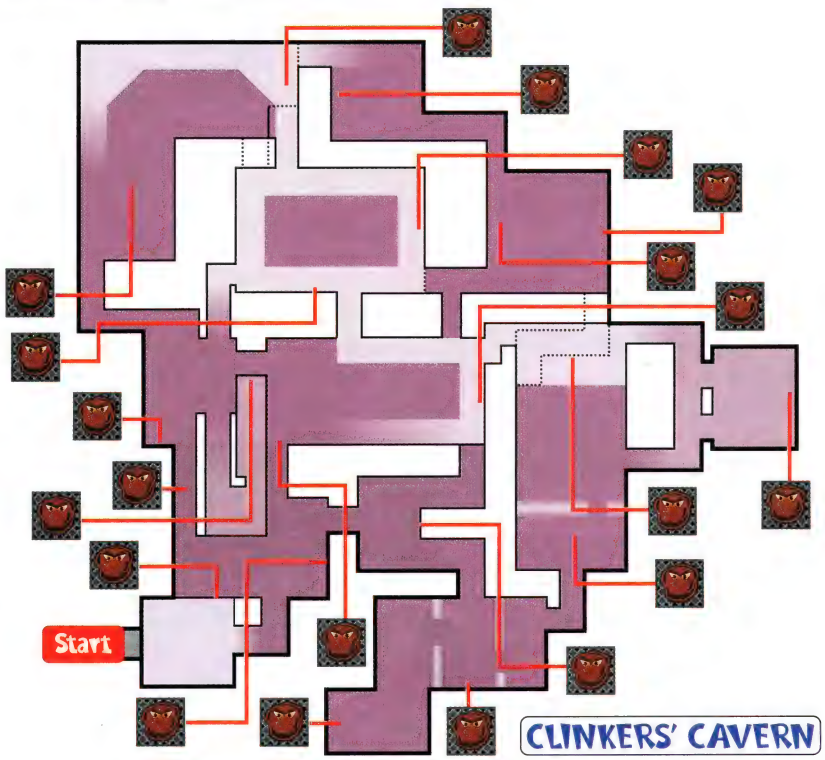


The room will fill with deadly gas if you accidentally hit a toxic waste drum in Quality Control. Exit the room as quickly as possible, then hit the Fan Switch to clear the gas from the room. You can resume where you left off.

5 Crud Remover

Grunty's lax sanitation has resulted in a toxic mess in the plant's ventilation system. Clinkers are foul, fungilike fiends that affix themselves to the air ducts, forcing an evacuation. Only a self-starter with Breegull Blasting experience can get all 20 of them and save the day. Clinkers aren't as obvious as the TNT bundles in Glitter Gulch Mine, so make a mental note of their more surprising locations for subsequent eradication attempts.

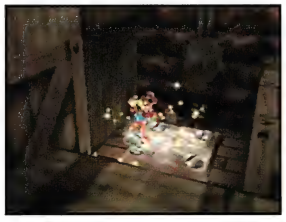
Look up. Look down. Look behind you. Clinkers are silent but deadly little stinkers that camp out on the air vents. When you're finished, you'll find your gold bonus outside the cavern entrance.



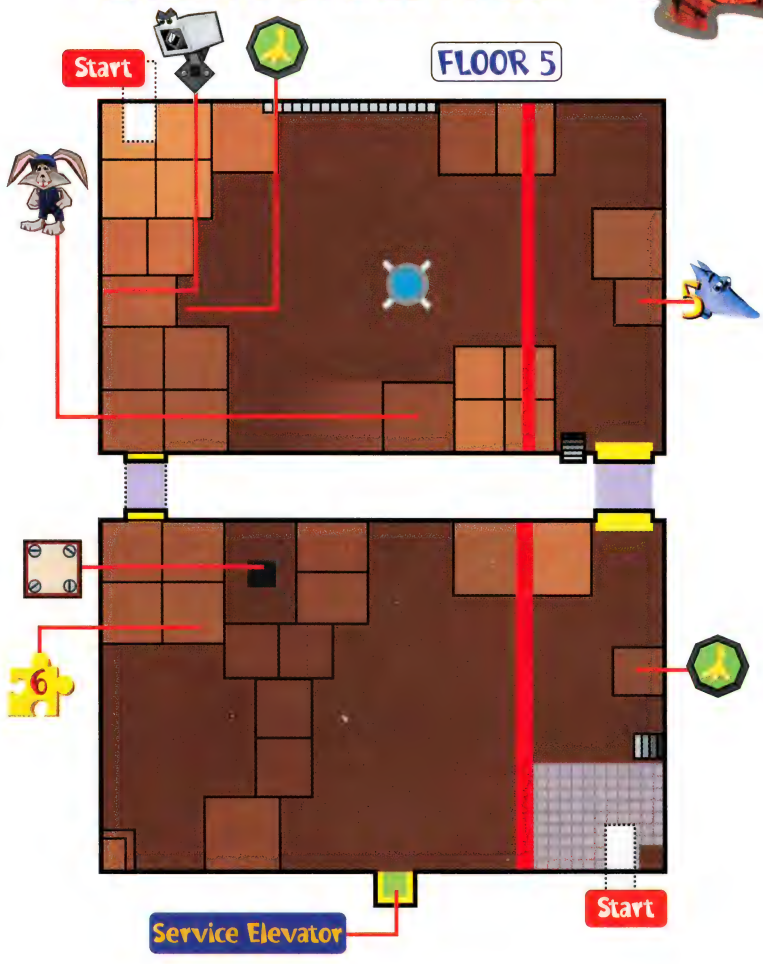
CLINKERS' CAVERN

6 Duct Door

Don't waste any effort jumping for the fifth-floor Jiggy until you split up. Unscrew the bolted plate on the floor, using the Bill Drill, to open a trapdoor to a platform with a Shock Jump Pad and Split-Up Pads. Change to Kazooie, then leap back to the fifth floor.



Shock-Jump up to the fifth floor as Kazooie so you can use Leg Spring to reach the Jiggy on high.



5 Warehouse Jinjo

A fairly accessible Jinjo awaits you on top of a box in the Tintop-patrolled portion of the fifth floor. Use the Flap Flip Jump move to leap onto the box. Keep your eyes peeled for Drones that are patrolling the room, or they'll shock you when your back is turned.

7 Dirt-Covered Bunnies

Six Skivvy workers in different areas of the plant are hanging their heads in shame over the condition of the coveralls. They work long hours in unspeakable filth, but management has strict rules. If the grimy bunnies are spotted by their supervisor, they'll have to clean out their lockers. What they need is an animated washing machine to refresh their clothes on the spot, so they won't have to leave their work stations. Such a service would command a gold reward.

The Washer can't jump very high or far, so you'll need to use ramps. Using the Bill Drill, you can unbolt a platform on the second floor so it drops down from the ceiling on the first floor.

Service elevators and restricted access doors often provide you with a back way to the dirty workers. Only the Washer can get to the worker in the Boiler Plant, for example.

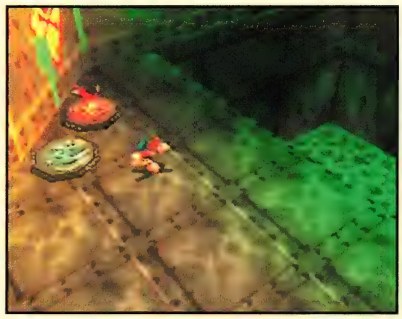
See Pages 91, 96 and 107

Smooth Moves

Banjo still needs to learn a couple of new uses for his miraculous backpack in Hailfire Peaks and Cloud Cuckooland before he can traverse the toxic soup in the plant. Kazooie will need a flying lesson to reach a platform.

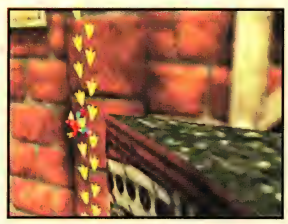
8 Toxic Dip

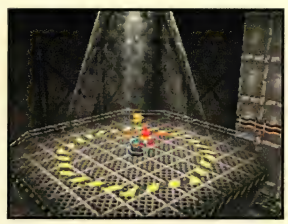
Weldar's defeat will shut down the giant fan in the the Air Conditioning Plant, allowing you to access a new section of the Waste Disposal Plant. Until you learn the Shack Pack move, however, you won't be able to do much but stare at the pool of toxic water in the room. The Shack Pack allows you to waddle through volatile liquids with impunity and snare valuable items in the muck.



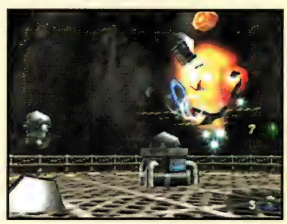
9 Switching to Glide

The huge tank in the center of the first floor is beyond Kazooie's jumping range but an easy Glide from a platform above the entrance. You can reach the platform from a window above the main entrance on the outside of the building. The Jiggy appears to be unguarded, but a posse of Tintops will attack once you land on the tank. Wait until you see the whites of their eyelike visual receptors then destroy them with Grenade Eggs. When they're gone, the Jiggy will reappear.





Use the Claw Camber Boots to reach the ledge above the plant entrance then leap and Glide back through the window. The platform's height allows for an easy Glide to the Jiggy.



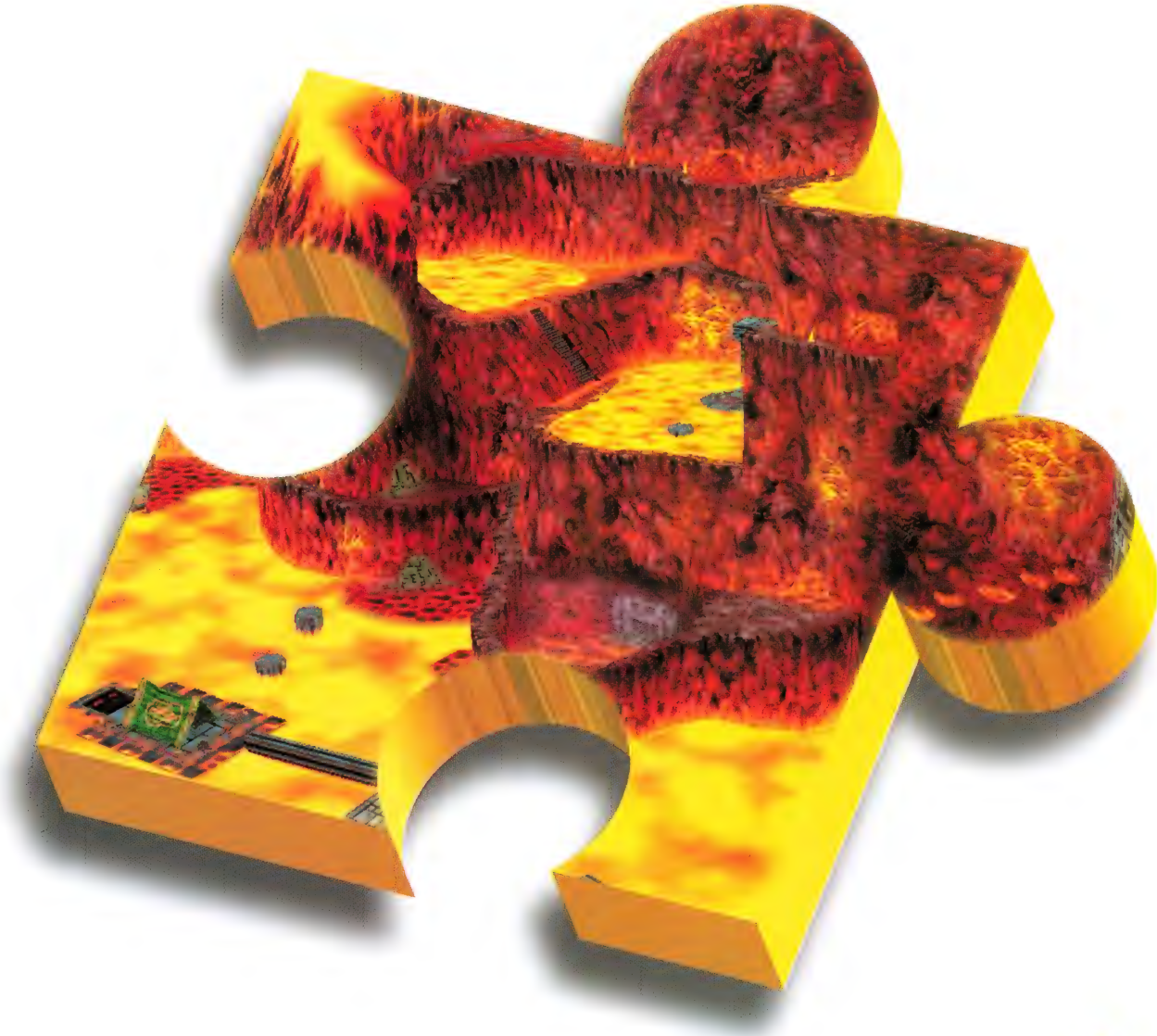
A squadron of Tintops will complicate your recovery operation. Take up a position near the edge of the tank then pelt them with Grenade Eggs until they stop attacking.

10 Skimming the Scum

The Sack Pack lets you hop across dangerous surfaces, such as liquid waste, with no regard for safety—or the laws of gravity. It's the only way Banjo can get across the containment pond that separates the entrance to the Waste Disposal Plant and a Jiggy in a glass case on the far side of the room. Step on the Banjo Switch to trigger an explosion that will destroy the glass case but leave the Jiggy untouched.

The switch on the pipe will raise the waste level so you can easily Sack Pack over to the other side of the room. Step on the Banjo Switch when you get there.

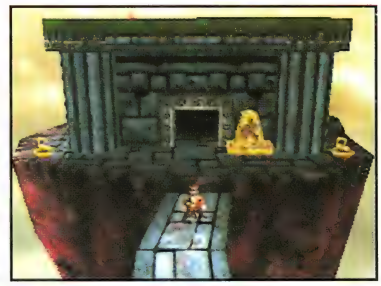
HAILFIRE PEAKS



Hail, Fire and Brimstone

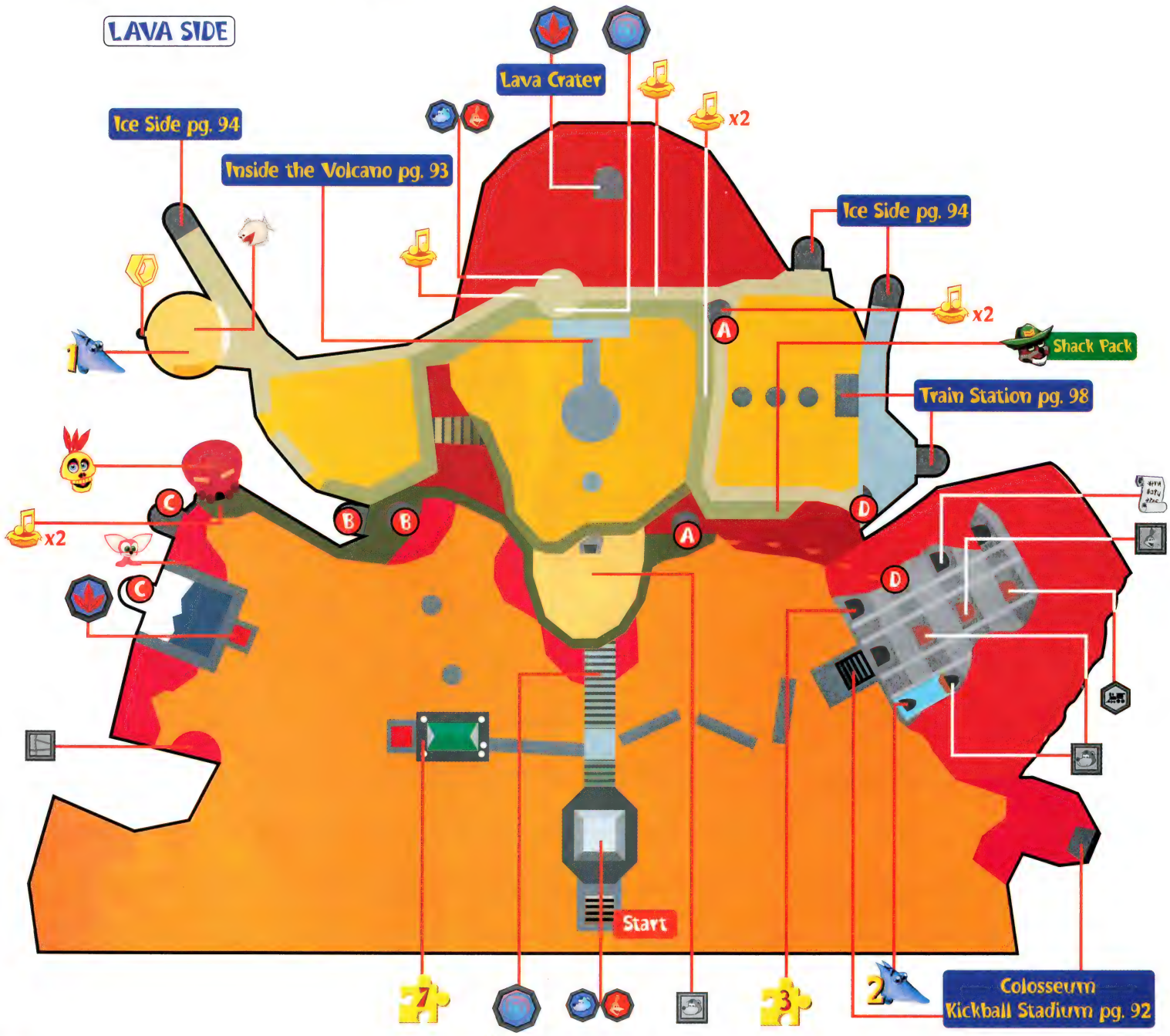
x36

The boxy stone entrance to Hailfire Peaks gives little indication of the intense extremes within the level. From the Cliff Top, where you previously accessed Jolly Roger's Lagoon, walk down the stairs across from the entrance to the lagoon. Step on the switch you find at the bottom to send a stone walkway sliding across the gap. Make sure you walk around the squarish structure before you enter Hailfire Peaks. You can pick up notes around the entrance's perimeter, and there's also a Glowbo hopping along the flat roof.



HAILFIRE PEAKS

Half of Hailfire Peaks oozes lava from its semimolten skin, while the other half has a slick and snowy glacial feel. The apocalyptic atmosphere is furthered by twin dragons that hurl fiery or icy projectiles at our heroes.



1 Stomped Plain

After you learn the Snooze Pack in Grunty Industries, you can return to the Stomping Plains in Terrydactyland to pick up the Jiggy behind the Banjo Door, which counts as a Hailfire Peaks Jiggy. Split Banjo and Kazooie at the Spilt-Up Pads. Send Kazooie across the plain first, then have Banjo nap Snooze Pack-style in each footprint so he can make it across the plains. Reunite the bear and bird after Banjo steps on the Banjo Door Switch, then cross into Hailfire Peaks to pick up the Jiggy. You can't exit to Hailfire Peaks from the room, so head back.

Firefall

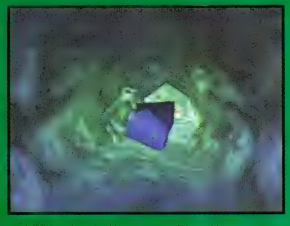
Take the long and winding route to Mumbo's Skull then drop down to reach a stone building on the shore of the lava sea—or simply Wonder-Wing your way to it across the lava. As you approach the building, the fired-up dragon sends a giant flaming boulder in your direction, which blows the building to bits and gives you access to the Flying Pad. Take a short flight to explore the Lava Side after you open the shortcut back to the broken building.

Shortcutting

Look to the left of the battered building to locate the Stone Switch, which opens the door hidden behind the green tent. Step on the switch. The shortcut it reveals behind the tent leads back to the Flying Pad area.

Shack Pack

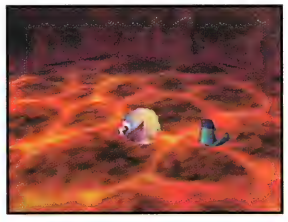
Split Banjo and Kazooie at the Split-Up Pads by the entrance, then have Banjo climb up and to the right to Jamjars, who is located on the red cliff. Press Z and bottom C to use the Shack Pack, which allows Banjo to survive in liquids.

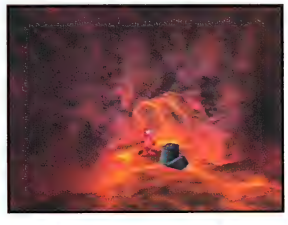


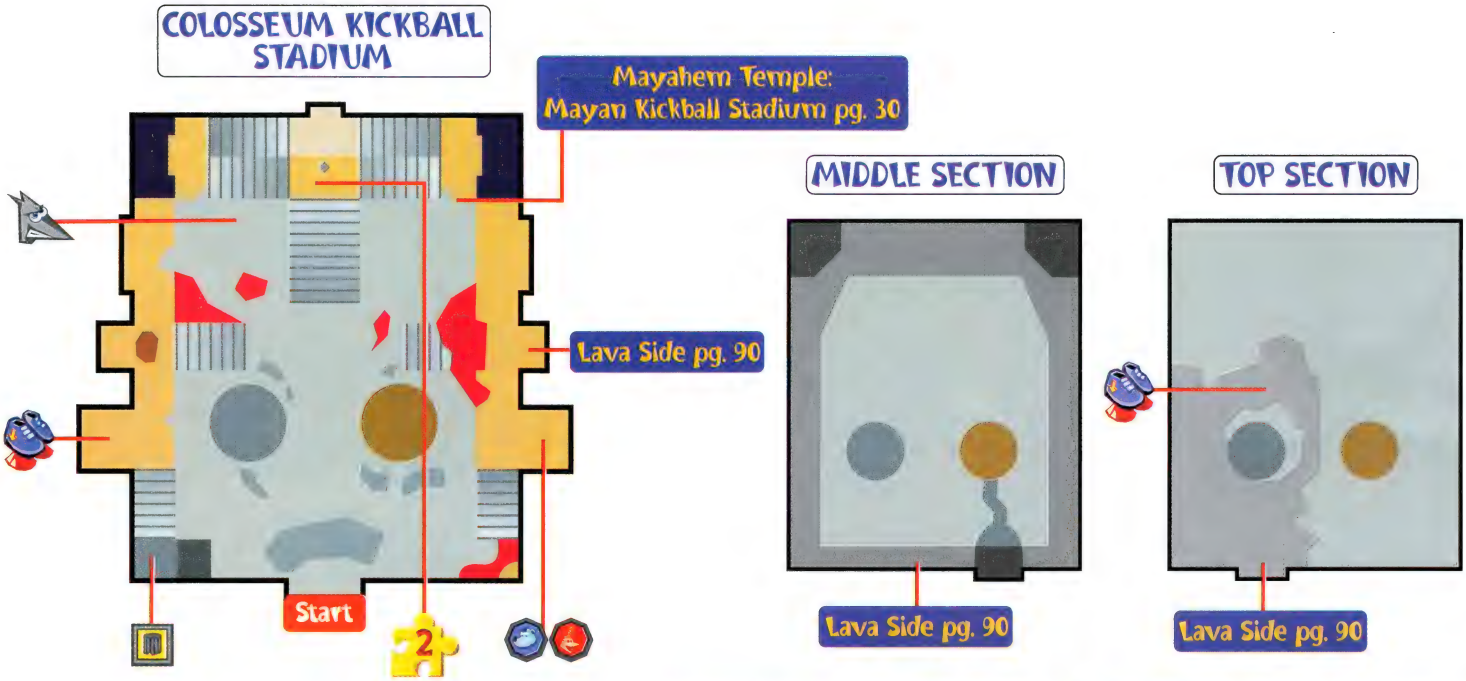
Banjo can travel underwater, even boiling hot water, with the Shack Pack. He can also travel through lava with it.

1 Jinjo Soup

The souper-hot water in the little pond around the corner from Mumbo's Skull is hot enough to cook a nice meal. Use the Shack Pack to pick up both the stranded Jinjo who's just about at the boiling point, and Dindin, which Boggy is sure to like.







Stonied Again

Hailfire Peaks has a professional Stony Kickball league, but you have to go back to Mayahem Temple if you want to participate in the games. Take the low door across from the Stadium's entrance, step on the Cage Switch then enter the Mayan Kickball Stadium. Warp to Humba's to transform into a Stony, then head back over to Hailfire Peaks to compete.

2 The Big League

Once you're a Stony, you can talk to the statue to start competing in the Colosseum Kickball League. The rules are different from the Mayan Kickball League: The highest score doesn't win—the lowest score does. You need to alter your tactics with that in mind if you want to win. The opposing Stonies are very tough and much more aggressive than in the Mayan Kickball League.

Talk to the Stony to open the first gated door, which leads to your first challenge with the backward-scoring Colosseum Kickball League.

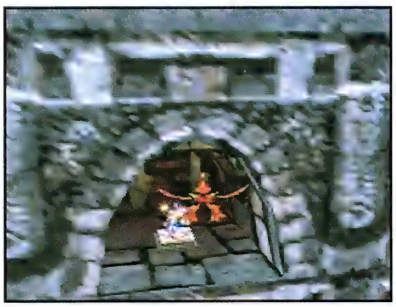
In the first game, there are only gold balls, which you'll want to land in your opponents' goals so their point totals are higher than yours. Block your goal, too, if you can.

In the second game, you start with 50 points and only red balls will appear. Try to get as many as possible in your goal and stop your opponents from doing the same.

In the last game, you have all three types of balls and no points at the start of the game. Aim the bomb balls at your opponents and keep the gold balls out of your goal.

3 Make the Switch

Split Banjo and Kazooie apart, then send Banjo up the chain dangling from the pillar. Near the top of the chain, drop down to the crack in the pillar, which Banjo can shuffle across with the Grip Grab. Walk out the door then step on the Banjo Switch. Swap characters on the cloud, then send Kazooie out to the Flying Pad. Fly her back up to the Kazooie Switch that opened when the Banjo Switch was pressed. Swap to Banjo and Grip-Grab over to the last Banjo Switch.



Banjo's second switch opens the cage at the bottom of the Colosseum, which frees the imprisoned Jiggy. Travel down to pick it up—the golden trinket is very well deserved after all that switching around!

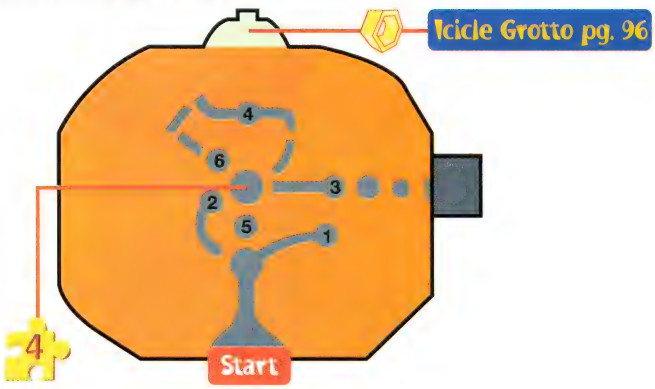
2 In Hot Waterfall

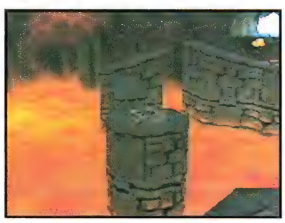
Step on the Raised Pillars Switch inside the Colosseum to bring a few pillars up from the lava just outside the building. A Jinjo is trapped behind the waterfall that the pillars lead to, and the water is scalding. Use the Wonderwing to protect Banjo and Kazooie, or use the Shack Pack as Banjo.

4 Building Bridges

Inside the Volcano is a very unpleasant area where Banjo and Kazooie can barely breathe. Step on the first switch to raise a bridge with another switch at its end. Make your way to the second switch, which raises another bridge with a third switch. Repeat the process until the entire bridge system is complete. A Jiggy appears on the center pillar after you've stepped on the sixth switch. The Empty Honeycomb can be accessed from the Icicle Grotto, or you can Glide from the fourth stone switch to reach it. Watch your air bubbles—you can leave if you are close to running out of oxygen.

INSIDE THE VOLCANO

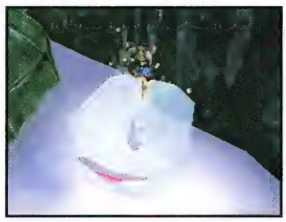




Use the map for quick reference if you begin to get confused when several bridges are raised.

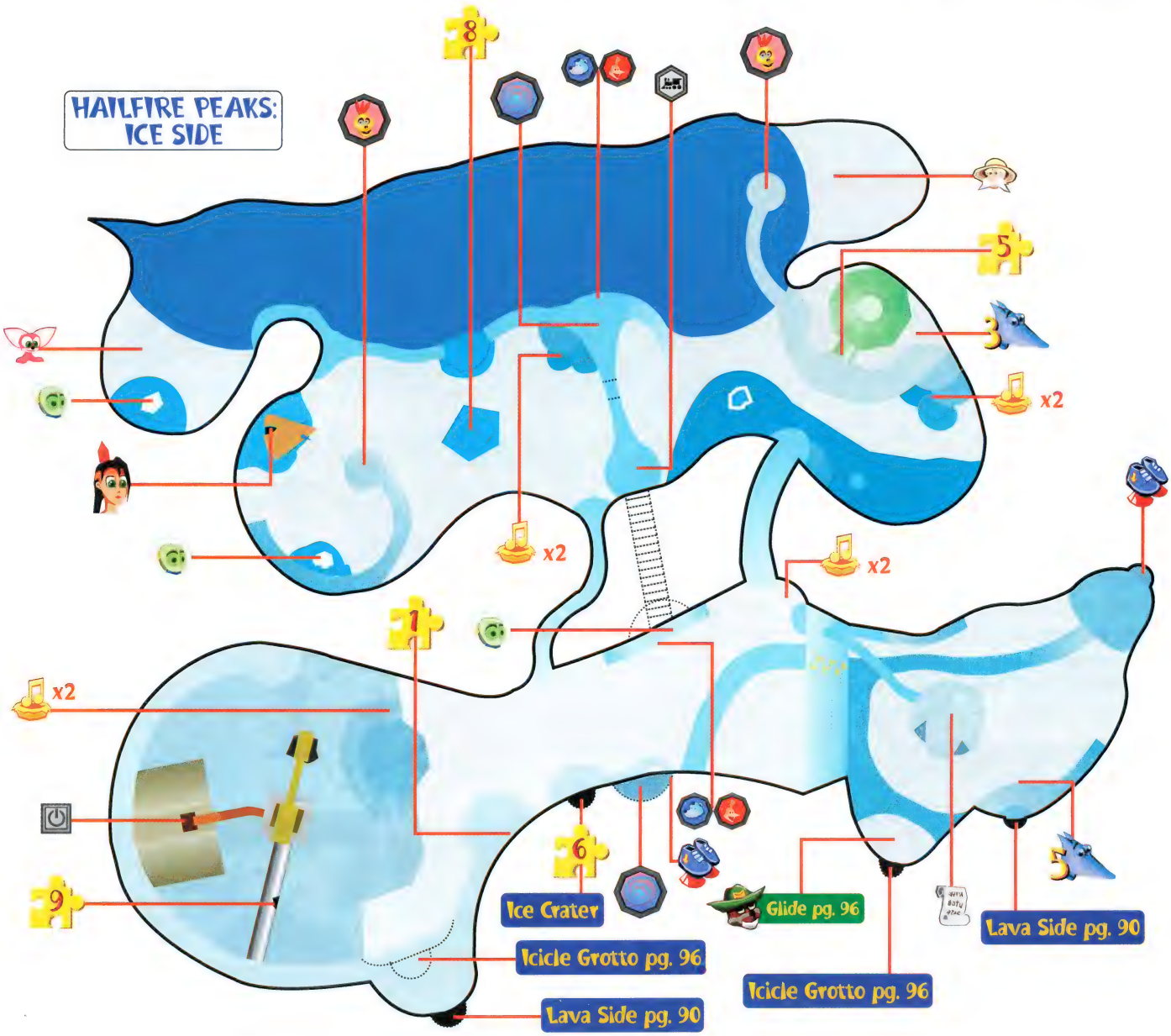
3 Ice Lady

Mildred Ice Cube asks you to find her husband, George Ice Cube. She's a very chatty, nice cube, but you're going to have to smash her if you want to snag the Jinjo frozen within her. She won't give it up nicely, no matter how much you plead, so just perform a Bill Drill to rescue the iced Jinjo.



5 Feeding Boggy

Mr. and Mrs. Boggy are at home watching their wide-screen TV as you arrive at their igloo near Humba Wumba's Wigwam, and Boggy has a craving for a big, hot fish. You should have picked up Dindin in the pool of hot water where you also rescued a Jinjo, so just hand it over to Boggy to make him spit out a shiny gold Jiggy.



Shoe Away

Biggafoot is blocking your way to some Claw Clamber Boots. Talk to him, then step back. The Ice Dragon that's tossing hail at you from above becomes particularly incensed while you're talking to Biggafoot, and he sends a giant hail ball at you that hits Biggafoot right in the foot and shoos him away.

6 Chillin'

Until you battle the Dragons atop the craters on each side of Hailfire Peaks, a hail of fire and ice will periodically fall from the sky. Confront Chilli Billi on the Lava Side and Chilly Willy on the Ice Side to stop the assault from above. Use the Flying Pad to reach Chilli on the Lava Side and the Claw Clamber boots to reach Chilly on the Ice Side. You have to beat 'em both to get a single Jiggy.

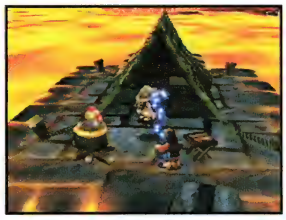
Use Ice Eggs on Chilli Billi, and use Fire Eggs on Chilly Willy. The stone cannons will magnify your eggs, which you have to shoot with Z and top C. After you shoot them, the Dragons will try to lick you. Jump the tongues then find a usable cannon and shoot. The second Dragon will be tougher than the first.

Mumbo Magic

Mumbo stretches his Shaman license to the limit with his amazing Revive spell. Two of the Aliens and Sabreman are practically in Bottles' condition, and it's up to Mumbo to find his platforms (which are always by the poor, motionless souls) and revive them.

7 Revival of the Fittest

After Mumbo uses the Revive spell from the platform above Sabreman, send Kazooie and Banjo in to warm him up with a few Fire Eggs. Separate Banjo and Kazooie and use Banjo's Taxi Pack to carry Sabreman to his green tent on the Lava Side. Sabreman pays Banjo for the lift to his tent with a Jiggy.

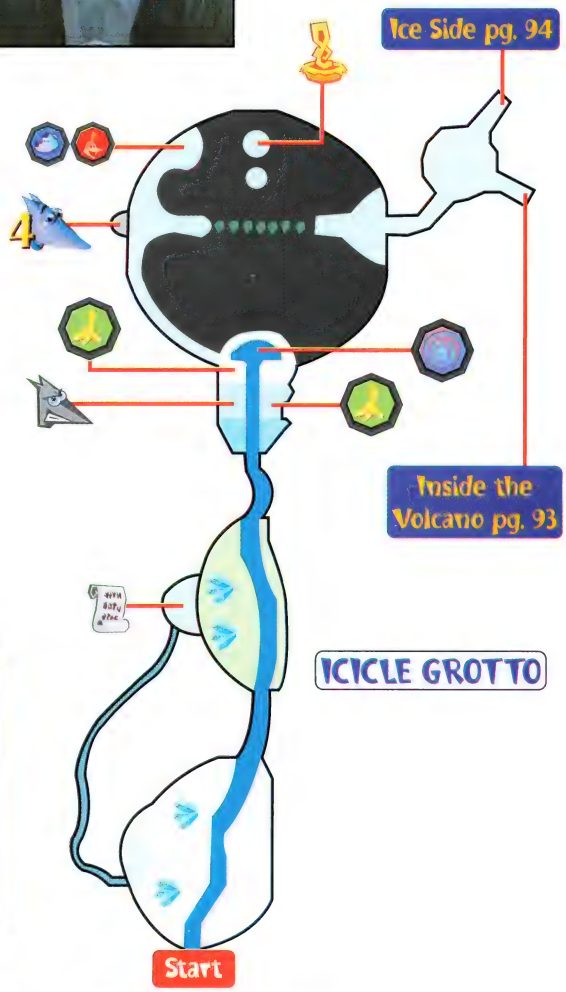


Ice Breaker

At the top of the Icicle Grotto is a gaping cavern that can't be traversed until you shoot down the large, inanimate icicles from the ceiling with Grenade Eggs. Try to make the trip after you've learned Glide nearby. The ice steps are tough, and Glide saves your hide.

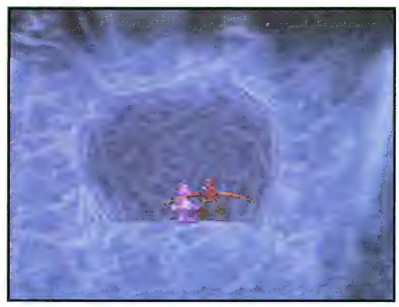
Glide

Use the Claw Clamber Boots to walk up the side of the Ice Crater, then jump down from the high platform to Jamjars, who teaches Kazooie how to Glide.



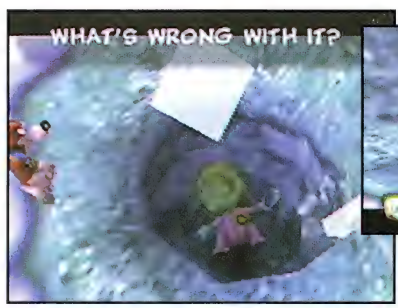
4 Air Rescue

Use a solo Kazooie to jump and glide from the top of the ice steps formed by the fallen icicles. She will just barely glide into the little indent in the icy wall, where a very cool Jinjo is pleading for help.



8 Alienation

The Aliens you helped in Jolly Roger's Lagoon have come to Hailfire Peaks to pick up their escaped children Alphette, Betette and Gamette. Talk to the revived Alien parent, who sends a signal for the kids. One child is just across from its parent, and it's in bad shape. Break the ice over its head, then call in Mumbo for another revival.



Mumbo's Magic brings the little space kid back to life. The child will run to its parent after thanking you very nicely.

Go to the area behind Wumba's Wigwam and smash the second child's ice.

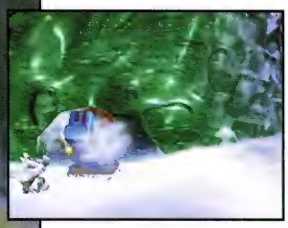
Glide Kazooie to the last child, then use Hatch to warm it up.

Wumba Magic

Wumba's Wigwam is near the fallen Alien on the far side of Hailfire Peaks. Her transformation powers turn Banjo and Kazooie into a Snowball that will handle many of the tasks on this side of Hailfire Peaks. You might not think the Snowball stands a chance on the Lava Side of Hailfire Peaks, but there is an errand that will take Banjo the Snowball there.

Smaller Snowball

If Banjo the Snowball is too big to enter Wumba's Wigwam, just roll him over the fire or take damage from enemies to reduce his size. Banjo the Snowball's Life Force decreases with the reduction in size—watch out, or you'll reduce him right out of life!



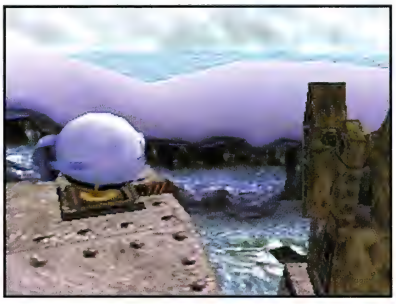
9 Snowballing

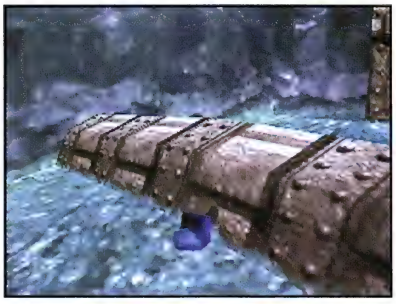
The feathered and furry friends aren't able to push the Oil Machine's button unless they're snowballing. Transform into the Snowball, then roll up the incline to the Warp Pad. Make sure the Snowball is as big as possible before you warp, then select Hailfire Peaks (Upper Level) as your destination. When the Snowball meets the Hothands, it can prevail with the rolling attack. The Snowball shrinks a bit on the Lava Side, so roll up to the snowy bank to bulk up.

Roll up to the Warp Pad located just outside of Wumba's Wigwam. Warp to the highest point you can on the Lava Side.

You will defeat the Hothands if you perform the rolling attack with the B Button. The Snowball will sparkle, indicating that the attack is working. Its motion won't seem to change much, so look for the sparkle.

Cross over to the Ice Side, then roll around on the snow above the Oil Machine to gain weight.





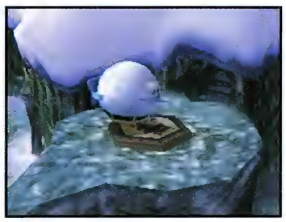
Roll the extra-large Snowball over to the switch and settle on top of it to start the machine. A Jiggy will pop up, only to slide back down the pipe. Use Banjo's Shack Pack to sneak into the crack in the pipe, then pick up the Jiggy in Grunty Industries.

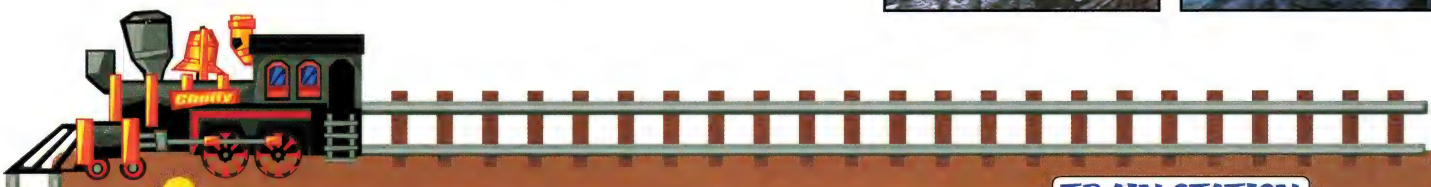
5 Snow Blower

Use the Snowball's heft and its rolling attack to get close enough to the Jinjo stranded in front of the icy wind. It takes a bit of time, so just keep attacking and jumping forward until you are close enough to pick up the Jinjo. After you do, the wind will stop blowing from the crack in the wall.

In Training

There are two Train Switches in Hailfire Peaks—one on the Lava Side and one on the Ice Side. Fly to the open archway in the top-right section of the Colosseum for the Lava Side's switch, and roll the Snowball over the other.





10 The Last Ride

Once the switch has opened the doors to the Lava Side Train Station, you can drive Chuffy in. But you won't be able to progress to the Ice Side without a little work. Old King Coal thinks Chuffy's engine might crack from the sudden change in temperature, so you have to cool down the steaming engine. While you ponder the dilemma, make sure you pick up the Empty Honeycomb.

Find Chuffy or call it to the Isle o' Hags Train Station, then drive it in to the Hailfire Peaks Lava Side Train Station. You can't go to the Ice Side yet.

Exit the Train Station and head to the Flying Pad. Fly to the door at the very top of the Colosseum. Beak-Barge Gobi's hump to dispense his cooling spit.

Ride Chuffy, to the Ice Side Train Station—it's the only way in. Climb up the broken track to the area by the Minjo.

Avoid the Minjo, then continue through the doorway behind it until you reach the last Jiggy in the level.

Cloud Cuckooland

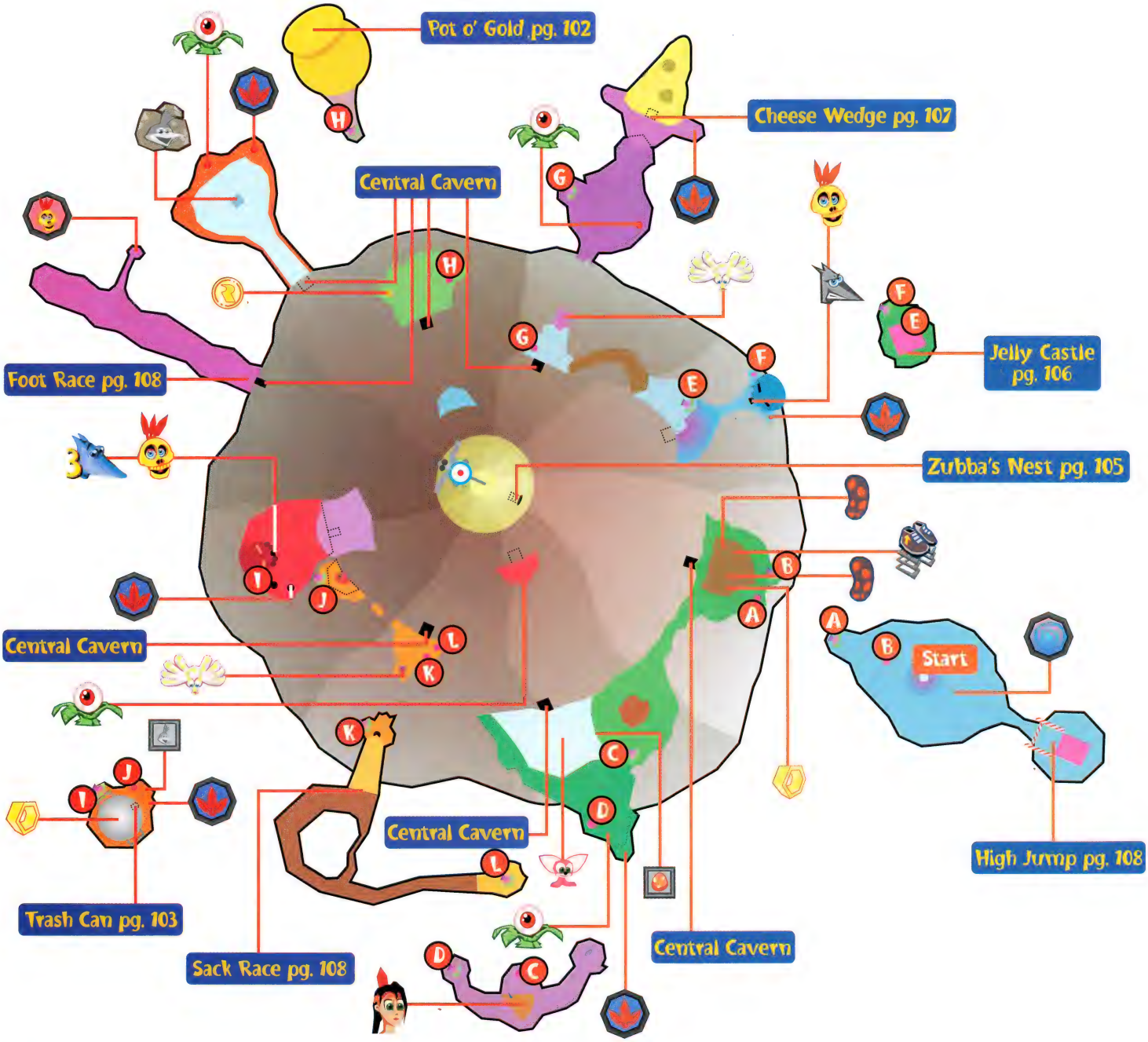
The Bear in a Plastic Bubble

x45

A blue slash in a Wasteland cliff wall leads to a colorful platform with a single giant bubble resting on the dimpled ground. If you jump onto the bubble, you'll be sucked inside and lofted high into the clouds above. When you want to return to solid ground, hop into the bubble for an equally thrilling descent. It doesn't make any sense, but neither does anything else associated with the topsy-turvy world of Cloud Cuckooland.

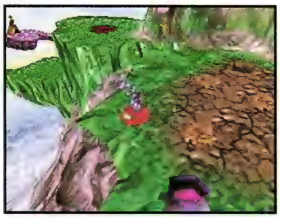
CLOUD CUCKOOLAND

Far above the practical world of ground dwellers, a chaotic carnival of whimsy and wonder hides in the clouds. Don't go all giddy over the psychedelic scenery—or the sky's deadly denizens will send you crashing down to earth.



Pollen Propulsion

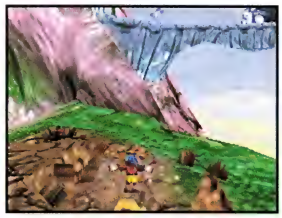
It's unclear whether any given Blastaplant is actually trying to help you or just expel you from its personal space, but the result is the same: a perfect launch to another platform in the sky. Blastaplants always spit you toward a corresponding landing pad.

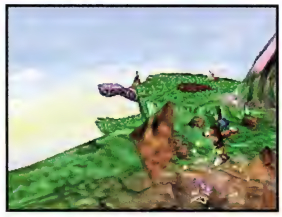


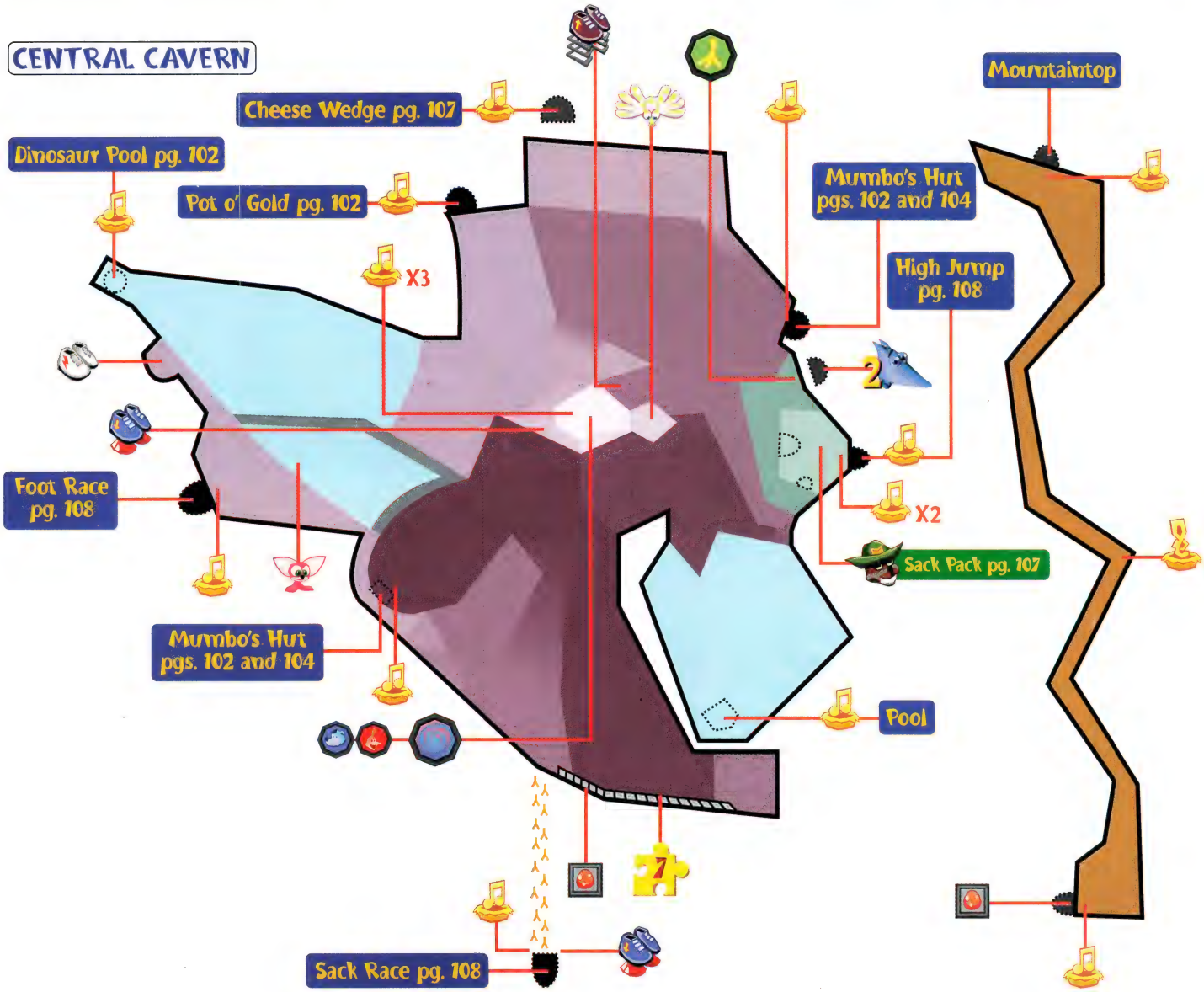
A specific Blastaplant will always spit you to the same location, so they're probably the most dependable form of transportation in the clouds.

Buried in the Sky

Supplies can get scarce up in the ether—which may be why the locals have taken to burying their valuables underground. Bill-Drill the suspicious-looking mounds across from the world entrance to uncover goodies like Empty Honeycombs, Magic Beans and Springy Step Shoes.

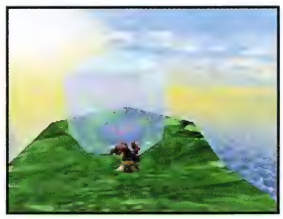






Cold Comfort

Mildred Ice Cube's estranged husband, George, is out of his element up in the clouds, so he'll politely ask you for a Beak Barge off the cliff. His splash landing will make a couple of pigs very happy.



Relief from Above

The pond outside Central Cavern has a rock with Kazooie's face on it, marking it as a prime target for a Talon Torpedo attack. After the rock is destroyed, water will pour down into Dippy's drinking pond.

Floatus like a Butterfly

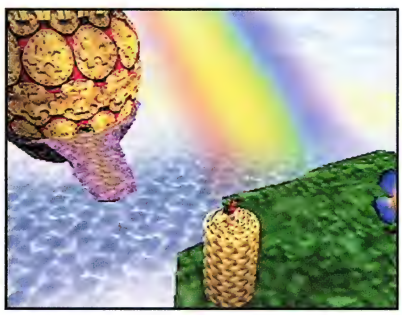
Kazooie's well-used tail feathers will continue to get a workout in Cuckooland, hatching three curiously colored eggs left at strategic locations. The peculiar hovering hatchling is called a Floatus Floatium Creature, and its unusual powers are sure to give you a lift in your adventures. Split Up the team, then stick the creature in Banjo's pack for a short flight to otherwise unreachable platforms. In this case, the Taxi Pack transports Banjo.

Mumbo Magic

Mumbo's Rain Dance conjures powerful elemental forces that can accomplish several things at once. If Magic Beans are planted in their appropriate holes, giant stalks will sprout from the earth, allowing you to climb to other platforms. The aftereffects of the cloudburst will also create a spectacular rainbow bridge that stretches from a mountain ledge to the Pot o' Gold.

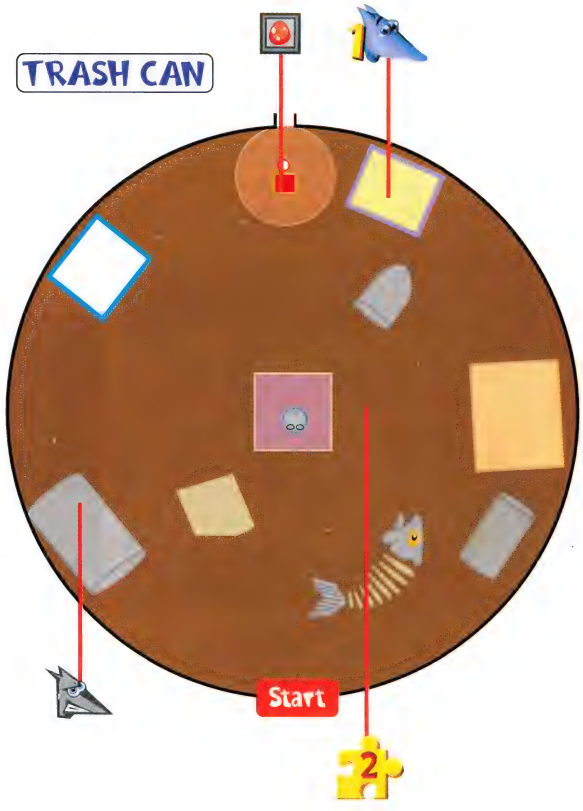
1 Rainbow Run

The Rare Switch on a golden pillar will open a portal on top of the Pot o' Gold just long enough for you to dash across the rainbow and into the building. Once inside, you'll need to fire four types of eggs into a central pedestal in the room to play a timed shooting game. To win a Jiggy and a Cheato Page, hold down the Z Button then work horizontally through the targets, one row at a time.



2 Trash Can of the Gods

The great garbage can in the sky is where germs go when they depart or when they just want to torment the can's owner, Guffo. The bean can slumlord is going to be evicted unless he sanitizes his septic surroundings. Step on the Kazooie Switch to enter the malodorous abode, then accept Guffo's germ-busting challenge. Your Wing Whack attack is more effective than any antibiotic, as long as you keep moving and target the Blue Germs for more points. Successful germicide will net you a Jiggy.



1 Refuse Rescue

The Jinjo stranded in the trash can will call out for help from the top of a box of snacks while you're busy pummeling germs. After you win the Jiggy, stick around in the Trash Can to stage a rescue. To reach the Jinjo, you can either Glide across the room from box to milk carton to snack box, or simply Leg-Spring off the soda bottle next to the snack box.

2 Room for a Flight

Predictably, a Jinjo is hanging out on a high ledge inside Central Cavern. As with the Jinjo inside the Trash Can, you have more than one option for your rescue mission. A Shock Jump Pad is located directly under the ledge, so Kazooie can simply leap up to the ledge. The more enjoyable method, however, is to climb to the highest point in the cavern, then slowly Glide across the room.

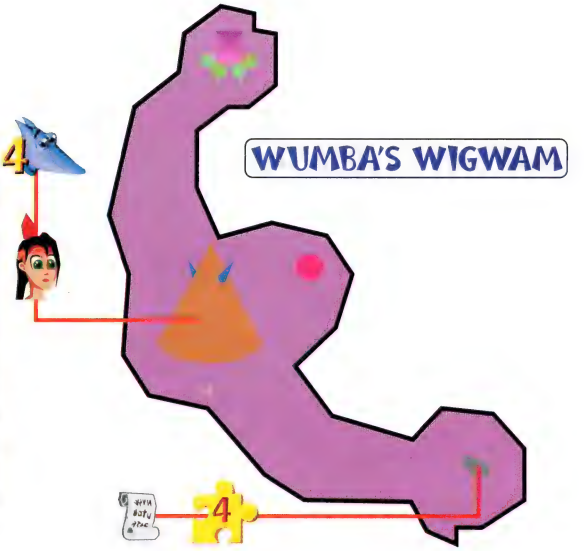
3 The Shamanator

Mingy Jongo's perfect Mumbo Skull replica would fool anyone, and you'll never know whether the cybernetic sham shaman is in the blue skull or the red skull. Most of your attacks will work against the evil robot—if you can reach him before he disappears then rematerializes in a different part of the room. Keep dodging heat-seeking blasts from the business end of the boss's Zap Stick while you wait for Mingy to appear within striking distance. Its attacks will continue to escalate as you score hits and chip away the impostor's Mumbo makeup, exposing its steel skeleton for the finishing blow.

Don't concentrate on attacking Mingy at the expense of your own health. The Cyborg's magical blasts will find their target unless you actively avoid them. Pick your punches wisely, and you'll end up with a Jiggy.

3 Fake Mumbo, Real Jinjo

You have every right to be skeptical when you see a Jinjo waiting for you in an open area—so when you spot the seemingly innocent creature loitering near the entrance of Mingy Jongo's Skull, you'll probably assume it's a Minjo. In that rare instance, looks aren't deceiving. Of course, the apparent Jinjo in the real Mumbo Skull is really a Minjo.



4 Flying Feathers and Fingers

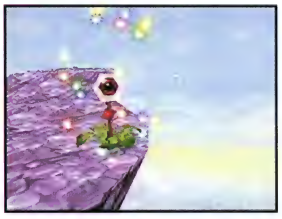
You won't have to wait long to find out what happened to Mary, the canary with questionable hygiene from Glitter Gulch Mine. She's up in the clouds near Humba Wumba's Wigwam, eager to challenge you to another race. The mechanical mouse works just like the mine cart but requires faster fingers.

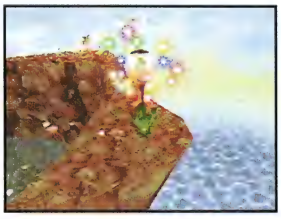
Bee

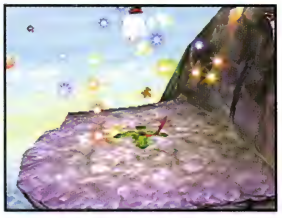
Buzz through the air and fire unlimited stingers as a plump bumblebee, the final Wumba transformation in the game.

5 Flying to Blind

If you look at the flowers on Grunty's collection of Eyeballus Jiggium Plants, they'll look back at you—and fire ocular projectiles to knock you out of the sky. You'll have the easiest time against them as a Bee, which can smite them with stingers until they surrender their Jiggy.

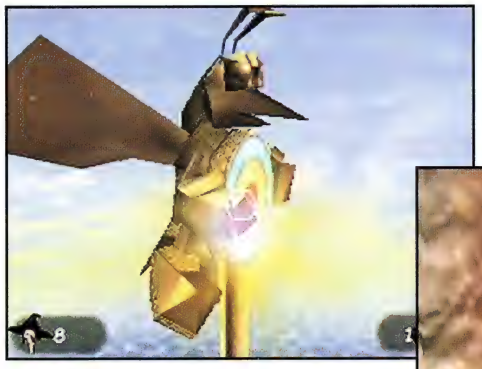






6 The Buzz around Town

There are some aspects of insect society that an outsider will never understand, but at least you can get into their parties after Humba transforms you into a Bee. Sting the target on top of the mountain to enter Zubba's Nest, where everyone's abuzz over a sharp-shooting game. Hit the colored wasps to win a Jiggy and a Cheato Page.

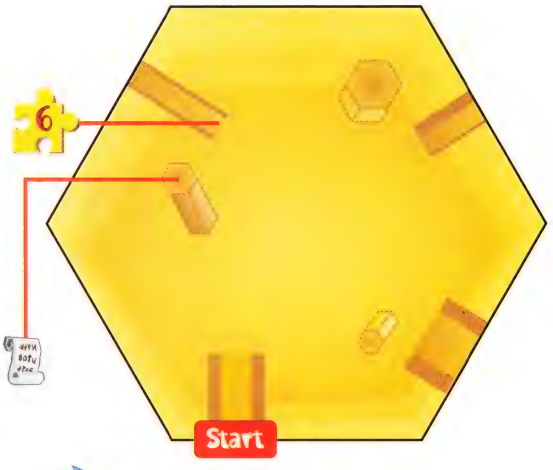


You'll have limited time to rack up enough hits on the mountaintop bee target to open Zubba's Nest.

As in many other shooting challenges you've faced, you'll need to hit colored targets to win a Jiggy inside Zubba's Nest.

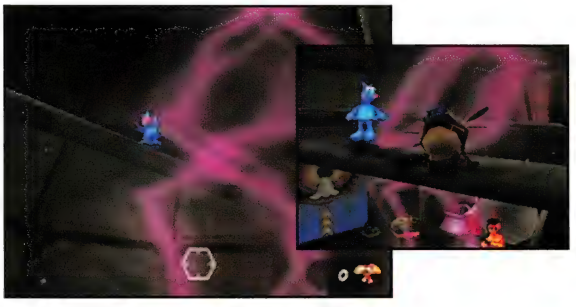
If you concentrate on hitting blue and green wasps for a higher point total, you'll bee rewarded with a honey-colored prize.

ZUBBA'S NEST



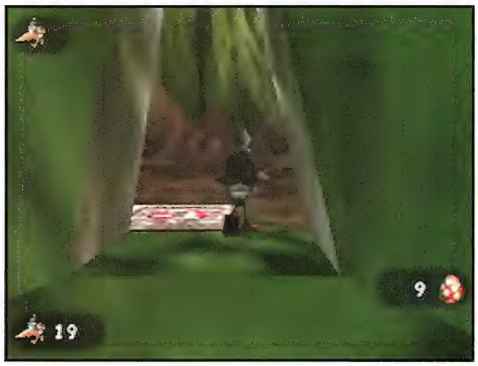
4 Roof Beam Bee

The Jinjo in Wumba's Wigwam can be easy to miss if you don't take the time to look around the room. It's standing on a support beam well beyond Banjo's and Kazooie's jumping range. With the Wumba Pool right in front of you, however, you can quickly transform into a Bee then fly up to the Jinjo.

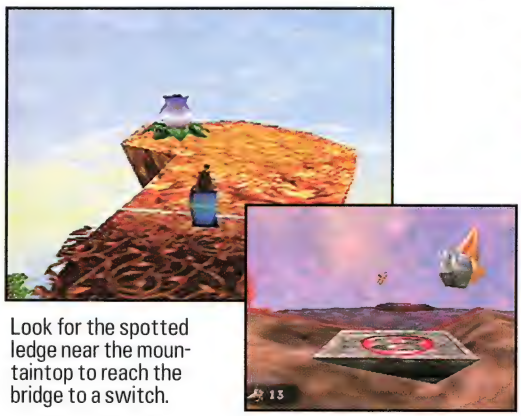


7 Blasting Buttons

The Super Stash Deluxe is a safe place to put your valuables—maybe a little too safe. The absent-minded vault has forgotten its own combination, so you'll have to open it manually by triggering Clockwork Kazooie Switches in remote locations.

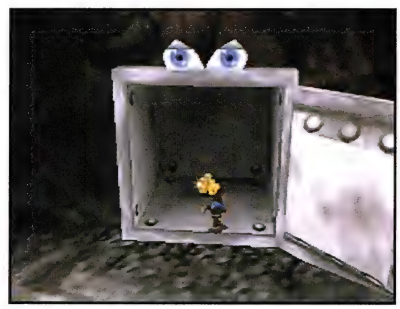


Tiny entrances to the Trash Can and on the side of the mountain near a pond allow the Clockwork Kazooie inside to do its business.



Look for the spotted ledge near the mountaintop to reach the bridge to a switch.

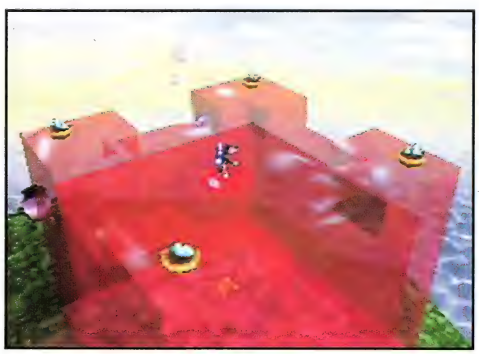
Grip-Grab along a wall in the Central Cavern to reach a Clockwork Kazooie-sized hole.

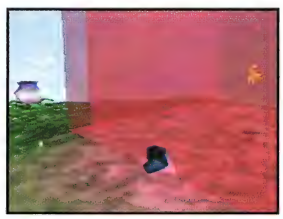


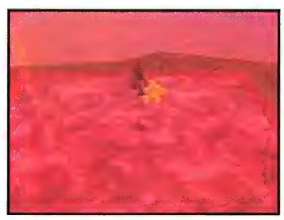
When all the switches have been activated, the historically significant combination will open the door to the Super Stash Deluxe. It holds the most valuable treasure of all.

8 Jiggly Wiggly Jiggy

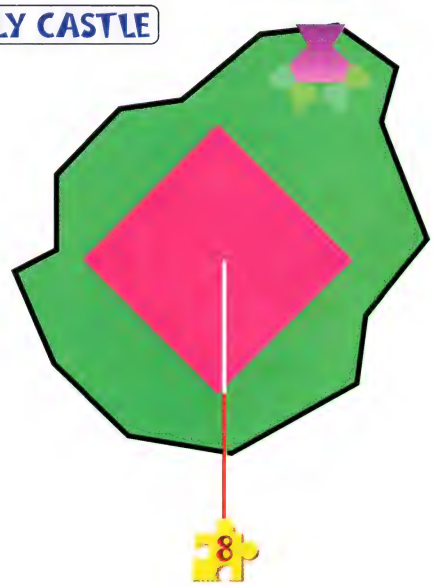
Most gelatin molds have marshmallows or some type of fruit inside them, but the translucent red castle in Cuckooland surrounds something less edible and more valuable. Since you'll need to walk around on top of it, you won't want to eat it anyway. Split Up inside the cavern, then use Banjo to climb up the vine near the blue Mumbo Skull. The vine leads to a Blastaplant that will propel you to the top of the castle. Use the Shack Pack move to squeeze through the small opening, then grab the Jiggy.







JELLY CASTLE



Stalking Jiggies

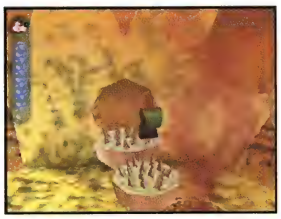
If you've dug up all the buried booty near the bubble elevator, you should have two Magic Beans in your possession while you travel around Cuckooland. At two locations—platforms beneath the Cheese Wedge and the Sack Race course—you'll automatically plant the beans when you walk near pre-dug holes. With a little help from Mumbo, they'll grow into scalable bean stalks.

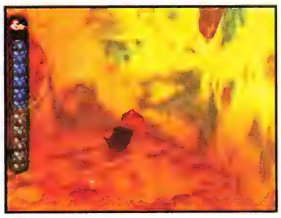
Sack Pack

Jamjars has one last skill to impart to Banjo: the Sack Pack, which allows you to hop across dangerous surfaces like thistles and toxic waste. Use a Floatus Floatium creature to reach the ledge in Central Cavern then Shack-Pack into a hole to reach Jamjars.

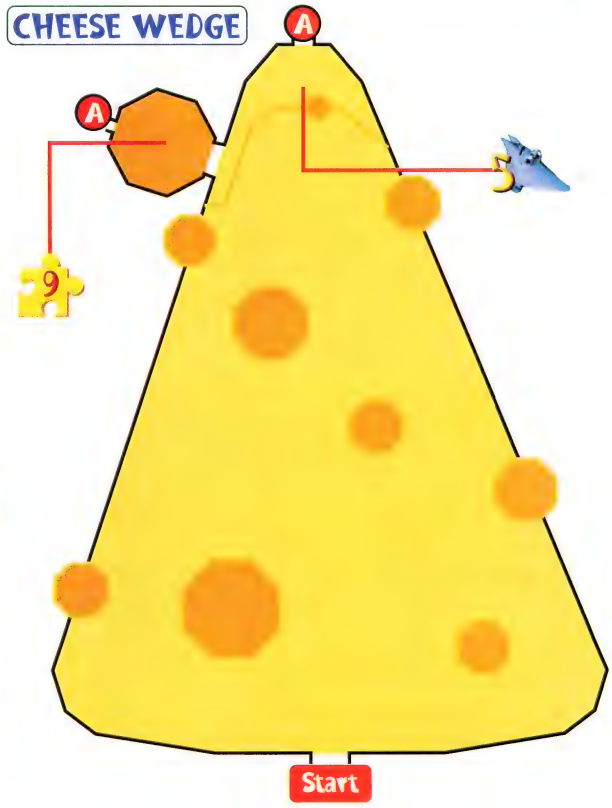
9 Cheesy Challenge

A piece of cheese can be good for you, but you don't want to hang out inside of it. Noxious gas pervades the interior of the Cheese Wedge, giving you a limited amount of time to hop between a series of spike-covered Tendrils to a Jiggy. Use the Sack Pack to avoid perforation.



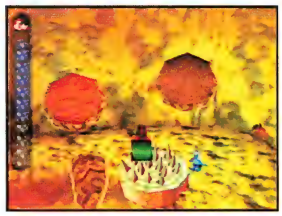


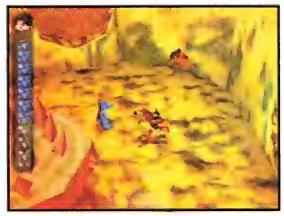
After you reach the ledge, use the Shack Pack move to enter a small hole in the wall. You'll need to move through a passage to reach the Jiggy in a separate room.



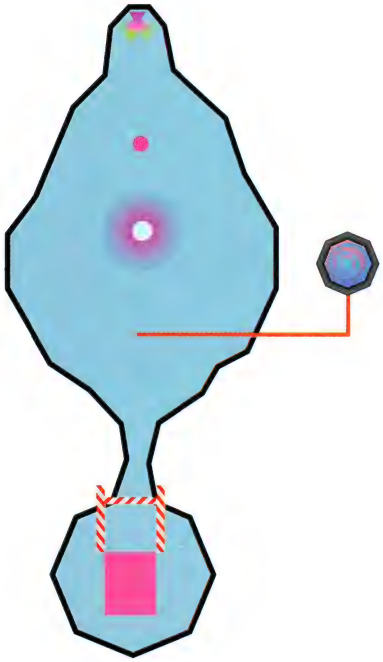
5 Stinky Work

You can work a Jinjo rescue into your Jiggy recovery mission with very little effort. The creature is waiting for you on the ledge at the end of the Tendril ride. Quickly free it before moving on to the passageway.

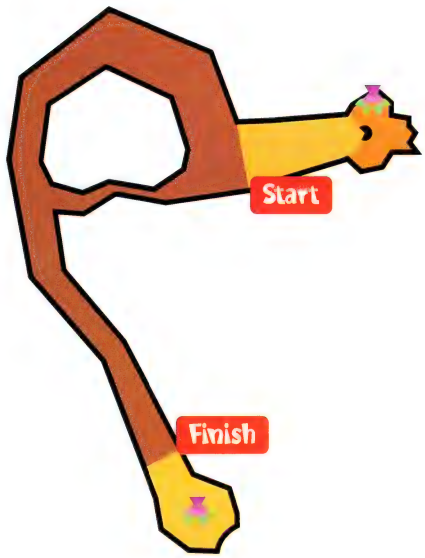




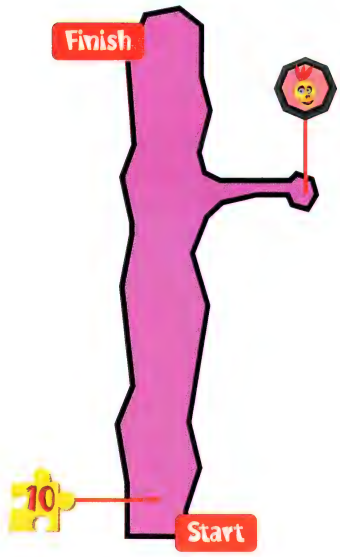
HIGH JUMP



SACK RACE



FOOT RACE

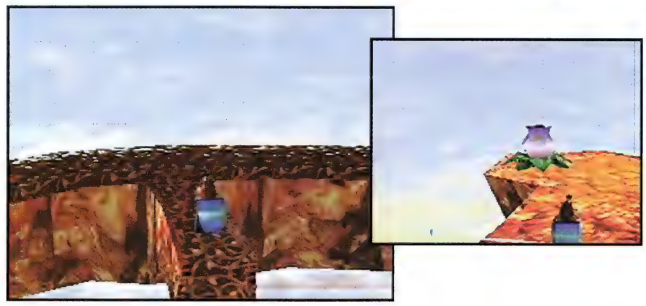


10 Fit to Be Beaten

Mr. Fit is one of those gym rat types who can feel good about themselves only when they beat someone else in competition. You may already feel good about yourself, but don't let that stop you from humiliating the hypercompetitive aardvark. He'll challenge you to three events, starting with the High Jump near the bubble elevator. Banjo will then need to beat him in the Sack Race across a thistle patch, followed by a Foot Race for Kazooie near the Mumbo Pad. First prize is a Jiggy.

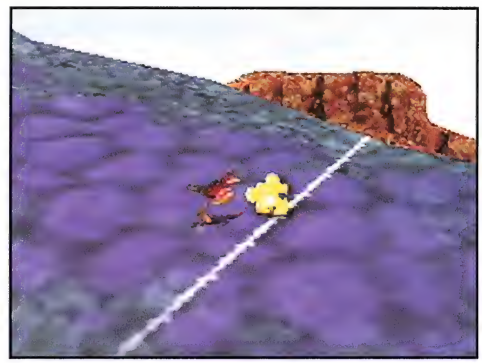
Dig up a pair of Springy Step Shoes by the Central Cavern entrance, then use a Blastaplant to return to the High Jump area.

Banjo will have to go it alone in the Sack Race, which requires him to use a Floatus Floatium Creature to reach a beanstalk. Climb up to the starting point for the race, then break out your Sack Pack.

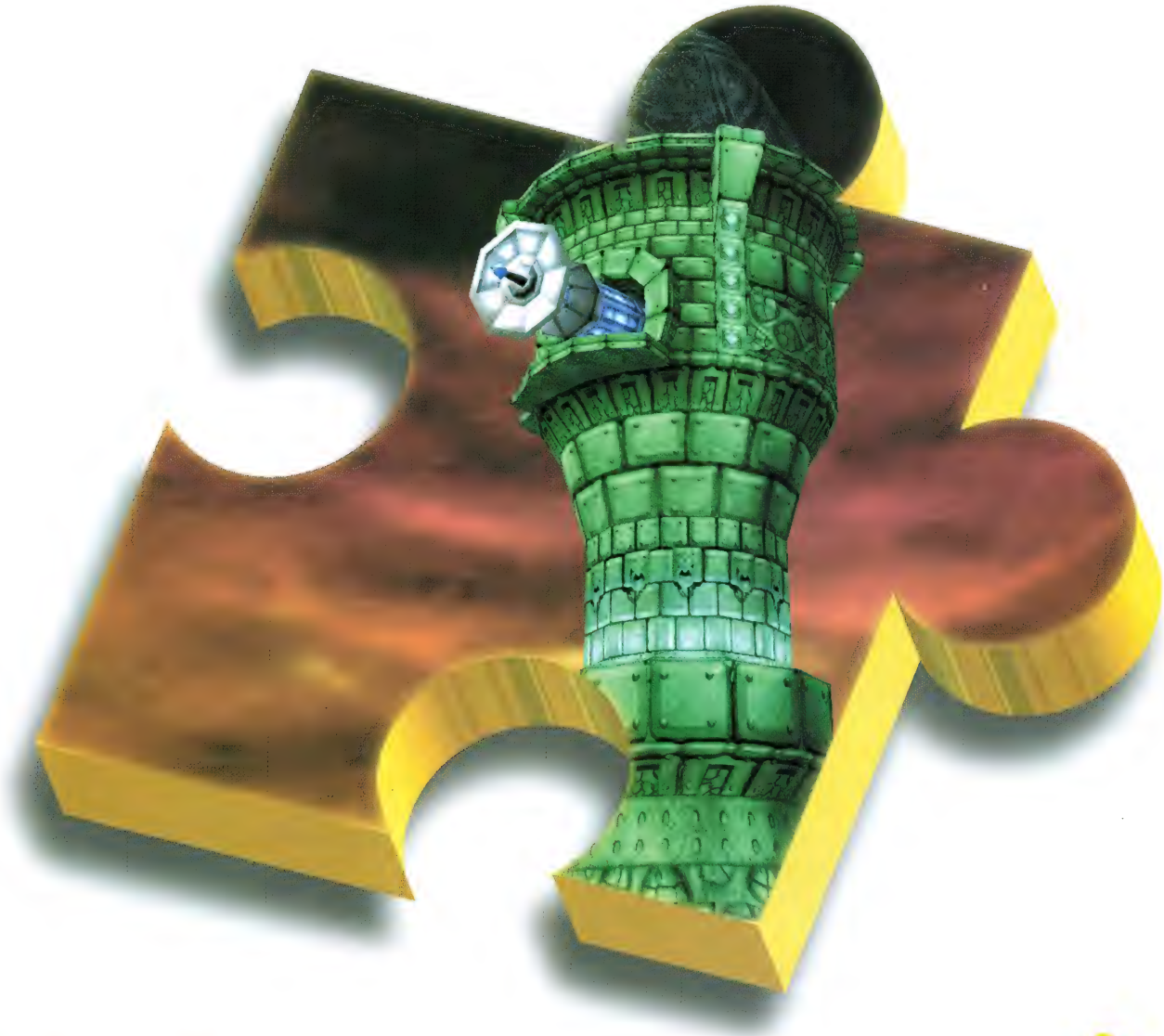


The only way you can win is to use the narrow shortcut in the middle of the course. Don't try to turn while following the shortcut. Just line yourself up, then move forward.

Kazooie is fast but not fast enough to beat the manic mammal. Grab the Turbo Trainers inside the cavern before you race.



Cauldron Keep



Trouble Keeps Brewing

x55

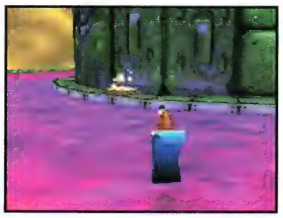
Three foul witches and one hapless henchman are holed up in a towering structure beyond the Quagmire. To reach the front door of Cauldron Keep, use the Claw Clamber Boots sitting on a pipe near the wall around Grunty Industries. Run back to the entrance, following the pipe across the Quagmire and up the clawprints to a metal platform. A nearby entrance opens onto the toxic moat of Gruntilda's lair.

CAULDRON KEEP

The witching hour is upon you at last. Trouble has been brewing in Cauldron Keep since Gruntilda was freed from her underground prison. Now she's ready to throw all of her diabolical spells at you, along with a few questions.

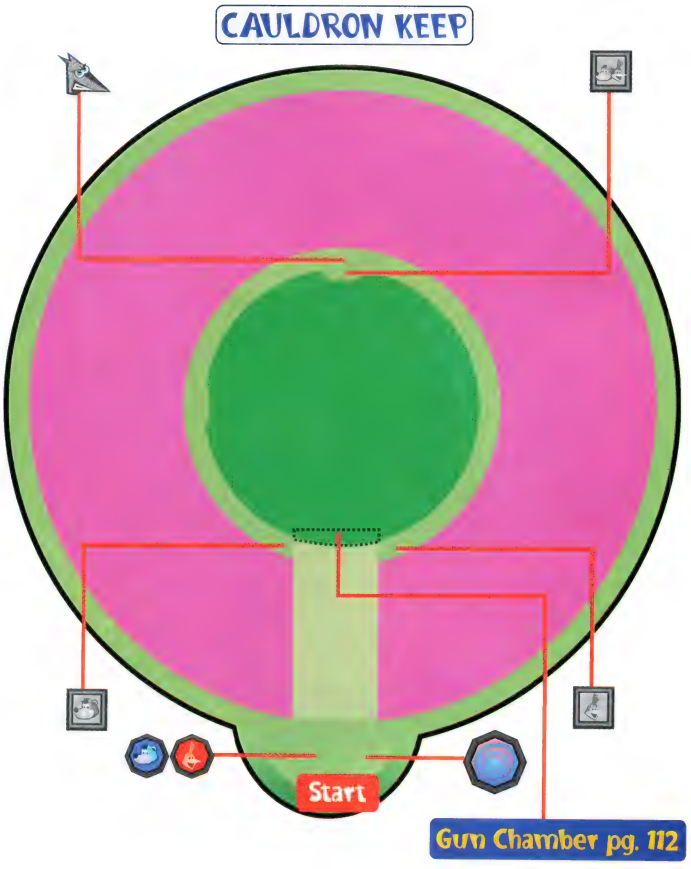
Moativated by Revenge

Instead of a welcome mat, Cauldron Keep is fronted by an unwelcoming moat filled with lethal liquid. The raised drawbridge is flanked—and controlled—by a Banjo Switch and a Kazooie Switch. Split Up, then have Banjo Sack-Pack across the moat to his switch. After Kazooie Glides over to her switch, the bridge will lower into place and open the tower to visitors.



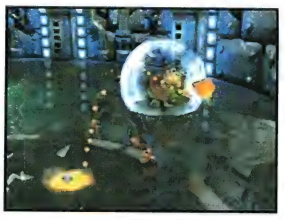
Split-Up Pads in front of Cauldron Keep will allow Banjo and Kazooie to cross the moat individually.

Jump with care between the energy beams, or hit the Banjo-Kazooie Switch around back to turn them off.



Flunky Test

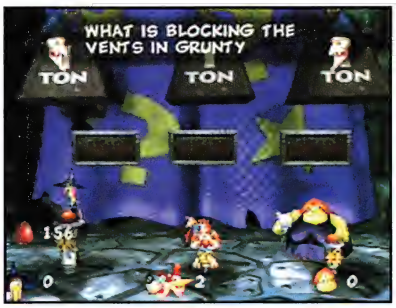
Persistence is something employers look at when deciding bonuses, or whether they should feed a subordinate to a monster. Grunty's dim-witted minion, Klungo, knows that more than his job is on the line when he makes his third, and final, attempt to stop you in the lobby of Cauldron Keep. He's faster this time around, and he's learned to lead you when he hurls potions at you.



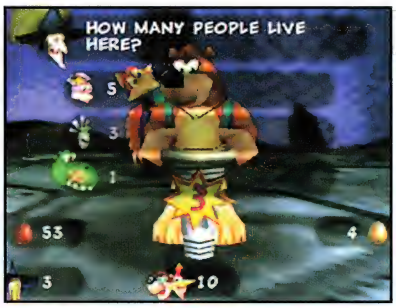
Klungo's magical attacks are random, but he will always stop to hurl bottles of potion at you. Change direction after he throws to avoid damage.

Tell Them What They've Won, Johnny...

The second- and third-place contestants in Grunty's Tower of Tragedy Quiz will receive an extended stay in the hospital or morgue of their choice! After Klungo stalks off to greener pastures, the head witch will take center stage—as a game show host. Answer multiple choice questions about events and characters in Banjo-Tooie to get to the next round and continue living. Your co-contestants are Grunty's own sisters, so you have reason to doubt the host's impartiality.



You'll need to buzz in quickly—often before the question is completed—to stay in the game. Remember that you're penalized for wrong answers and crushed by a weight for losing.



Some of the questions involve looking at a scene from the game then answering a question about the area shown. Don't jump the gun when you buzz in, or you may have to select from answers that are meaningless without seeing the question.

The Final Countdown

If you make it past the smarter of the two witch sisters, Grunty will ruthlessly squash her under a lead weight then change the rules of the game. In the final round, you'll need to score enough points to beat Grunty's 15 points within the time limit. If you don't know the answers, pass on the questions—you'll be penalized for incorrect answers. You'll be flattened into a pancake if your total is less than 15 when time runs out. Should you win, Grunty will retire to her upstairs hideout to reassess her revenge strategy.

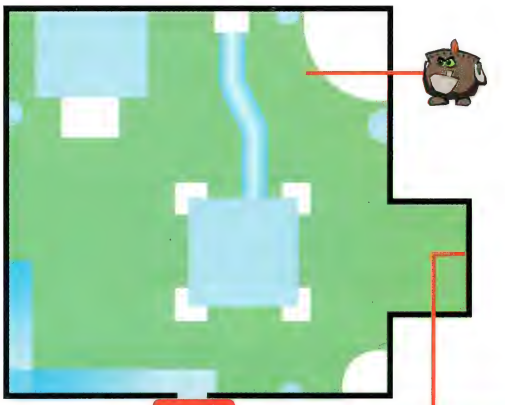
Your eye for detail will be severely tested in the final round of the Tower of Tragedy Quiz. If you win, Grunty will turn her podium into an escape rocket. Your podium is not equipped with that feature.

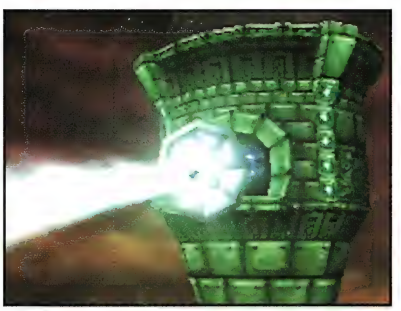
Blow into Town

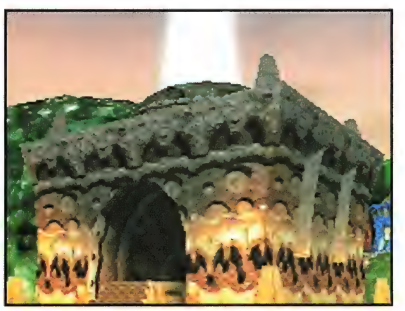
Grunty has barely tapped into the power of the Big O'Blaster, but don't tell that to King Jingaling. The device has reduced the hipster monarch to a shuffling zombie for much of the game. An extended cinema sequence will set things right in the world, as Kazooie reverses B.O.B.'s destructive power to revitalize Jingaling and resurrect Bottles' worm-eaten corpse. It may seem like a happy ending to the story, but your most difficult challenge is still in front of you.

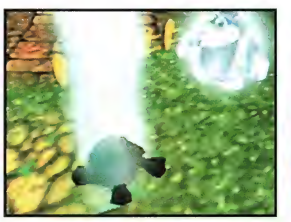
B.O.B. has the power to suck the life out of creatures, but it also has the power to blow it back. Kazooie's decisive action will restore life to King Jingaling and Bottles.

GUN CHAMBER







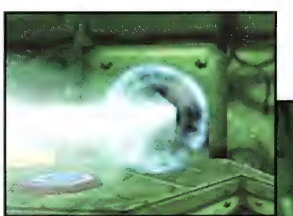


Egg Yourself On

As you prepare for your second showdown with Gruntilda, Dingpot conveniently appears again to back you up. The grimy cauldron that helped you out in Banjo-Kazooie has a special bonus for you if you're willing to jump into its filthy bowl: a restocked egg supply for your final battle. The ammunition comes in handy when you need to make repeated trips back up to Grunty's lair—not that you won't beat her the first time around.

It's Clobberin' Time

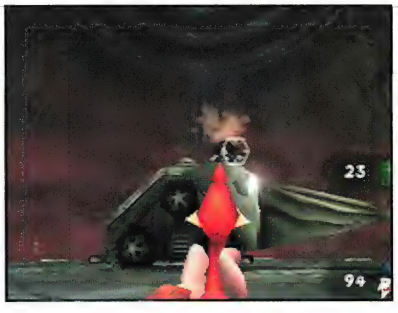
Jiggywiggy will open the last section of Cauldron Keep only after you collect 70 of the 90 Jiggies in the game and complete his final puzzle challenge. Go through the opening beneath the gun turret to reach a ramp to the penthouse suite—or garage, as the case may be. Be sure to touch the Warp Pad before you go inside, in case you need to take a breather before you finish the game. The room inside will seem empty at first, but a sigh of relief would be premature.



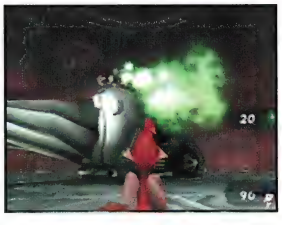
If you thought you could finish the game with a mere 55 Jiggies under your belt, then you don't know Jiggywiggy very well. You'll need 70 to reach the top of the tower.

Can You Dig It?

The Grey Jinjo family could tell you first-hand about the lethal capabilities of the Hag 1, but they're unavailable for a consultation. The tanklike vehicle spins and fires lasers from its undercarriage, then Grunty pops the hatch and fires pointed questions. If you answer incorrectly, Grunty will hurl spells with extra vigor. You can deal only a preset amount of damage before she'll start a new, more powerful attack.



You'll intermittently endure attacks from the Hag 1 and questions from Grunty before you switch to Breegull Blaster Mode to return fire. Find a good sniping angle, then use the left and right C Buttons to dodge Grunty's spells between shots.



If you reduce Grunty's health by 10 points, she'll stop hurling spells and fire up the Digger. You'll get a Honeycomb each time you stop her, but the Hag 1's attacks will become more ferocious.

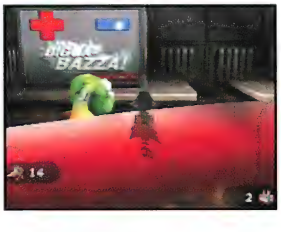
Shell-Shocked

Lasers are nasty weapons, but they're also easy to jump over, so Grunty will be forced to break out one, then two mortar cannons. The shells explode on the ground, releasing shrapnel that can hurt you even if you dodge the initial blast. Keep moving, then jump into the air when you hear the mortars explode, allowing the shrapnel to pass beneath you.

Bomb Bazza, Boom!

Grunty will eventually dispense with the mortars, reactivate the lasers, then try to run you down. The digger will pay the price for her aggressive driving, however, forcing her to open the rear exhaust port to air out the overtaxed engine. Whenever the Hag 1 lurches to a stop, you'll have a chance to damage it permanently. Fire a Clockwork Kazooie Egg at the rear of the vehicle so the bomb hatches next to the exhaust port—the opening below the Hag 1 license plate. Seek out one of the two Bazza batteries inside then detonate the bomb. Repeat the process to disable the digger.

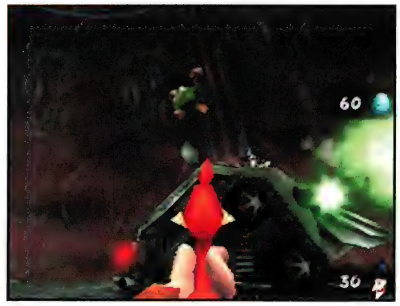
Grunty's erratic driving will serve her well while she attacks you with the Hag 1. Try to stay ahead of the lasers and jump when necessary, but also watch out for sudden changes in direction.



You'll have a limited time to get the Clockwork Kazooie Bomb inside the digger's power plant, so try to aim your egg as close as you can to the exhaust port. You'll need to hop over cables to reach the batteries.

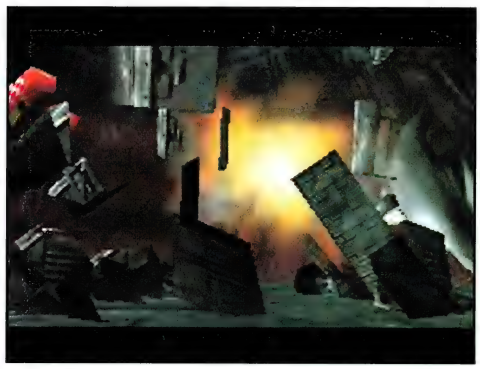
Witch Way Will It All End?

Grunty is hardly helpless once you've disabled the Hag 1. She'll direct spell after spell at you from her stationary position while dispatching a seemingly endless supply of foot soldiers to harass you. Stay as far away from her as you can so you can pelt her with eggs while a spell approaches you. If you stand too close, you won't have time to aim and fire. When her health points are reduced to 15, she'll release poison gas, giving you a limited amount of time to stop her before you run out of breath.



The green troops that Grunty sends after you can be a blessing in disguise. Wait until they get close to you before you blast them with eggs. Sometimes they leave a Honeycomb behind—and you may need the extra energy.

Don't panic when Grunty releases the gas. You'll have plenty of time to pound her with eggs until she has a single health point. Dodge her final spell at all costs while releasing a salvo of eggs in her direction.



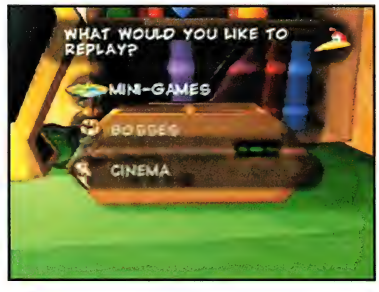
It's a Kick in the Head

While you were busy putting an end to Grunty's reign of terror, the very people you saved were partying the night away at Bottles' House. All that's left by the time you get there is a big mess and a rabble of sleeping guests. Don't let the premature jubilation take the wind out of your sails, though. Celebrate the witch's defeat with the mammals who matter most: the team who helped get you to the top of Cauldron Keep through a combination of sweat, magic and know-how. You don't need to plan a big event—the formula for fun is good friends, a playful spirit and the head of your enemy. Get your kicks while you can, because even a headless hag can dream of revenge.

REPLAY GAMES

Reheated Fun

If you want to relive the most exciting moments in your adventures, you don't have to play through the entire game again. Just cue up the Replay Mode on the main menu. Once you've played a selected minigame, watched a cinema scene or beaten a boss in the main game, you'll unlock a new Replay selection. Try to beat your old score, or just take a trip down memory lane. Whatever the reason, the challenges will appear just as they did when you originally played them.



REPLAY GAMES

You'll play many minigames during the course of your adventure, such as kickball and the Hoop Hurry Challenge. When you enter the Replay Games Mode, you can master the many minis.

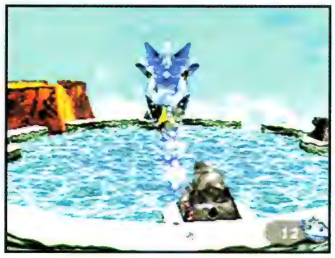
Unlocking the Replay

The idea of Replay Mode is that you first play the minigame during the adventure, then you replay it in the Replay Mode. That's why it's called "replay." Once you play a minigame and save your progress, you can go to the Replay Console at the lower-right part of the menu screen where you'll find that the minigame is open for business. The same is true of boss battles and cinema scenes.

It's Not Over 'til It's Over

If you thought you'd seen the last of the bosses, cinema scenes and minigames during the adventure portion of Banjo-Tooie, you've got a surprise coming. You can access all of those elements a second time in the Replay Games Menu—that is, if you've already unlocked them. With four cinema scenes, 12 boss rematches and 23 minigames, you've got a lot of game to relive. One go-around with Weldar just isn't enough in our book. In the following pages, we cover all the extra action packed into the Banjo-Tooie Game Pak.

Play minigames such as kickball and Chompa's Belly in one-, two-, three- or four-player matches. The 23 minigames range from first-person shooters to a quiz game.



The boss characters from Banjo-Tooie were just getting warmed up in the adventure with the bird and bear. In the Replay Game Mode, they're back for revenge!

You can also rerun the cinema scenes: the opening story, King Jingaling getting zapped, Bottles and King Jingaling being restored, Grunty's defeat and the final credits.

Minigame Madness

The essence of the minigames remains the same in the one-player replay version, but you'll have new goals in many of the games. In fact, the game saves your highest scores and challenges you to set new marks of achievement.

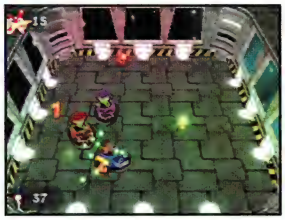
Mayan Kickball

You'll have three versions of Mayan Kickball from which to choose. In the Quarterfinals you'll kick only yellow balls. Red balls appear on the field during the Semifinals, and bombs are added during Finals matches. Your strategy should be to boot more goals than any of the CPU-controlled Stonies do.

Kick the yellow balls into your goal, then race to the next yellow ball that appears. Concentrate on scoring goals rather than blowing up opponents and kicking red balls into their goals.

Dodgems Challenge

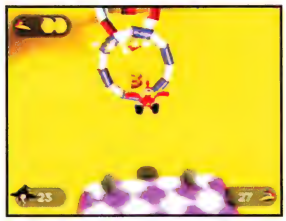
Three challenges await the player who takes the Dodgems plunge. In the first challenge, you'll face just one CPU-driven Dodgem cart. The second challenge adds a second foe, and the third challenge includes three foes. If you get trapped against the wall, you'll lose time to collect Twinklies and score.



The opposing carts always follow and try to trap you, so stay just in front of them as you go after the Twinklies. Keep turning and angling in front of the other carts.

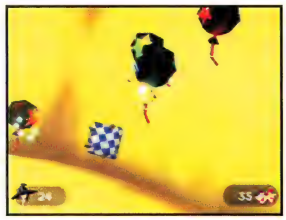
Hoop Hurry Challenge

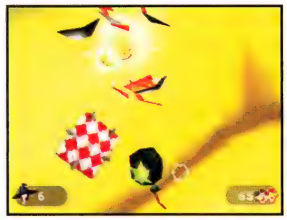
Kazooie takes the lead in the Hoop Hurry Challenge. You have 60 seconds to score at least 30 points. In the Hoop Hurry Challenge, and other games, red objects are worth one point, green are worth two points, and blue are worth three points. Jump through the closest hoop and keep running.



Balloon Burst Challenge

Flying through the air with the greatest of ease are the hairy young bear and a breegull with fleas. In the BB Challenge, balloons continually float up from the floor and disappear at the ceiling. Keep turning and firing—you have endless rounds but just 60 seconds to score at least 50 points.





Saucer of Peril

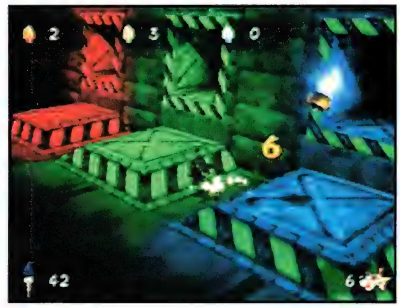
Strap youself into the tiny saucer at Witchyworld for another round of rapid-fire target practice. You'll follow a preset course that allows you to control only the target cursor and the eggs you fire. Don't overcompensate while aiming—keep the cursor near the center of the screen. The goal is to score 500 points.

Chompa's Belly

In the belly of the beast, your job is to blast Blaarg Ulcers that pop out of the stomach lining. They don't stay long, so you must be quick. Roam around Chompa's gut in Breegull Blaster Mode, firing an unlimited number of Rapid-Fire Eggs at the gross red, green and blue globules. The challenge is to score 75 points.

Twinklies Packing

Twinklies appear from the floor and race about the room. Your job is to collect them and put them on the pads that match their colors. Since Twinklies are heavy, they'll slow you down if you collect a lot of them. You can increase your speed by grabbing the Turbo Trainers. Don't forget to watch the timer in the bottom-left corner.

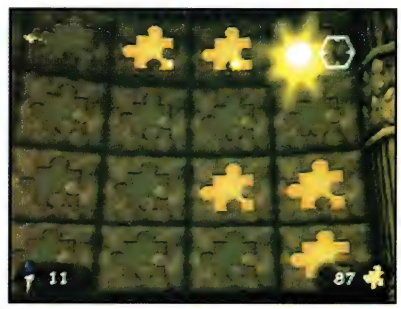


Colosseum Kickball

There are three variations of the Colosseum Kickball minigame, the Quarterfinal, Semifinal and Final matches. In the Quarterfinal, there are no red balls or bombs. In all matches, the object is to end up with the lowest score. The CPU Stonies will try to flood your goal with balls. Grab the yellow balls and boot them into the opponents' goals first.

Pot o' Gold

The Pot o' Gold shooting challenge is more a test of your concentration than your aim. You need to shoot 100 Jiggies on the wall of a cylindrical room as fast as you can with Rapid-Fire Eggs. It's best to stay in the center of the room then slowly revolve while holding down the trigger. Start on either the top or the bottom row, finish the row horizontally, then move progressively through the other rows.



Trash Can Germs

Inside the Trash Can, Kazooie has 60 seconds to score 50 points. She collects germs by spinning through them. Germs appear for a short period then disappear, but new germs will pop up nearby. Stay in one general area. Don't try to chase down germs because they'll probably vanish by the time you reach them.

You're Not the Boss of Me

Each world has one enormous bad guy, woman, animal or thing you must fight for a Jiggy. You don't have to wait until you're done with the other objectives in the world before you fight them, so it seems appropriate that you can stage a rematch whenever you like.

Klungo

Grunty's right-hand man has a drinking problem. He drinks magic potions, then you pound him into submission. You'll have to fight him at three specific locations in the game, but he'll randomly select from three potions each time you fight him. The Replay Mode works the same way—you pick the place, he picks the potion.

The giant Klungo has a fairly direct attack, but the other two potions can be trickier to defeat. When he splits into clones, attack the last Klungo to begin moving. Use your Egg Aim ability to pelt him with eggs when he's invisible.

Targitzan

Targitzan is the least mobile of the bosses you'll face in the game, so he's among the easiest to defeat. There is plenty of ammunition in the room, so don't bother trying to aim at his rotating targets—just point and spray. Keep moving when the Moggies begin to chase you. They'll do the most damage if they sneak up behind you.

Targitzan will spew darts at you from the base of his statue. If you keep moving while you fire, you should be able to avoid damage. The Moggies are even less of a threat. As long as you can see them, you'll easily be able to eliminate them.

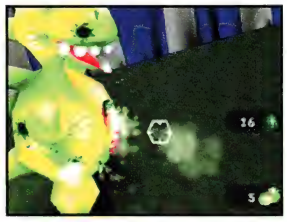
Old King Coal

Chuffy's owner is in his element—carbon—while he tries to chase you around in his filthy boiler. Don't play his game. Take up a position on one of the platforms, then use Egg Aim to blast pieces of his body off. The biggest threat to you is running out of breath, not the headless behemoth running around in circles. Don't stop shooting until he's gone.

Old King Coal will suck the air right out of the room if you let him. Don't waste any time unloading eggs at the merry old soul—it takes several hits to wound him. He'll eventually run out of body parts, then relinquish the train.

Mr. Patch

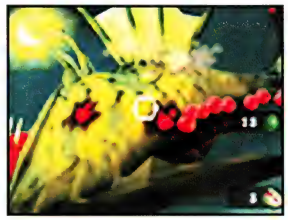
Mr. Patch is self-inflating, which is good for the carneys and bad for you. The lumbering, inflatable thing is perhaps the largest enemy you'll face in the game when it's completely filled with air. You'll use Airborne Egg Aiming for much of the battle to target the monster's vulnerable patches. Stay alert for beach ball attacks while you adjust your aim.



Spring-loaded boxing gloves will pummel you if you try to attack Mr. Patch from the ground. Take to the air instead, using Airborne Egg Aiming to blast his patches. Try to stay above the boss if possible to give yourself extra aiming time.

Lord Woo Fak Fak

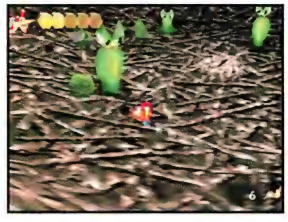
The pompous fish from Lockers Cavern is a tough old bottom feeder with a nasty energy attack that he fires from the glowing appendage on his head. Switch to Sub-Aqua Egg Aiming as soon as you begin the battle, then keep moving while he unleashes his attacks. Stay above him to target his glowing boils with Grenade Eggs.



The glowing boils are easiest to spot when you stay above Lord Woo Fak Fak, but you are most vulnerable to attack while you are up there. When you run out of boils to shoot, blast him in his beady little eyes to end the battle.

Terry

Your confrontation with Terry is more a misunderstanding than a true battle, but that doesn't make his attacks any less deadly. If you evade the globules that Terry spits at you from on high, you'll be able to fire Grenade Eggs at him to do damage. When he's had enough, he'll send snotty Mucoid creatures to fight you.



Use Grenade Eggs to do maximum damage to Terry for the short time you have to shoot him. The Mucoids are easy to defeat with simple Roll attacks, but they can be lethal if you let them surround you.

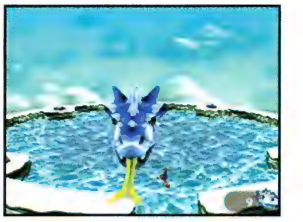
Weldar

Get fired up for a battle with a truck-sized welding torch in the cavernous Grunty Industries Repair Depot. The nearsighted hothead spits bursts of blue flame at you, tries to crush you under its tank and inhales you into its fanged mouth. Then it electrifies the floor to make things difficult. Fire Grenade Eggs into its maw to stop it.

Run in circles or zigzag to avoid getting the hotfoot while Weldar fires balls of blue flame at you. When it's done taking pot shots, you should Fire Eggs Forward into its hose. Send a Grenade Egg down Weldar's gas hose to cause damage.

Chilly Willy and Chilli Billi

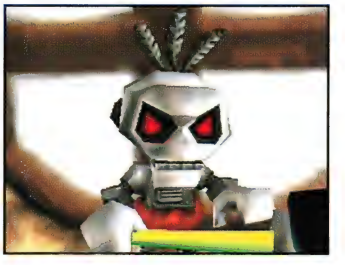
A duo of pizza-loving dragons will blow hot and cold at you in the diametrically opposed climates of Hailfire Peaks. The two battles are essentially the same, but each requires you to fire a type of egg that the respective bosses will find unpleasant. Use the four cannons around the perimeters of the dragon's pools to fire the eggs into the monsters' mouths.



Launch Ice Eggs at Chilli Billi and Fire Eggs at Chilly Willy by using your Fire Eggs Forward move while standing behind a cannon. Stand in place then jump to avoid a tongue lashing between egg attacks. When a cannon is destroyed, run to the next one.

Mingy Jongo

Mingy Jongo is an evil, robotic version of your favorite skull-faced shaman who will relentlessly pursue you around its fake Mumbo Skull. As soon as you hear it speak in clear, complete sentences, you'll know something is amiss. Dodge blasts from Mingy's Zap Stick as it teleports around the room, then attack it when it materializes near you.



The blasts from Mingy's Zap Stick will magically track you while in flight, so you should change direction often while evading them. Instead of pursuing Mingy around the room, wait for it to appear nearby before you strike with eggs or physical attacks.

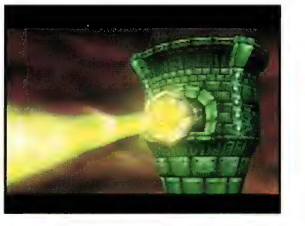
Hag 1

Face off against the big, bad mama from Spiral Mountain as she gets behind the wheel of her tanklike Digger, the Hag 1. A complicated sequence of attacks (see page 113) will be laced with multiple choice questions for a potpourri of punishment that you may find challenging long after you've mastered the rest of the game.

Grunty will keep your legs and synapses jumping with spinning lasers, flying spells, mortar shells and tough questions about elements of the game. If you survive her grand finale of poison gas, ground troops and rapid-fire spells, you are truly the master.

Watching Repeats

Relive the many tender moments from Banjo-Tooie by cuing up any of the lengthy cinema scenes from the game. Laugh and cry with the cast of beloved animal characters as they play cards, speak ill of the dearly departed and get the life force sucked out of them by three naughty witches. The scenes are also useful for research if you're having trouble winning the Tower of Tragedy Quiz in Cauldron Keep, or if you went to get a sandwich the first time around.



The four long cinema scenes from the game can be replayed any time you want to relive the magic. If you haven't finished the game yet, it might be wise to revisit the earlier scenes to bone up on game facts for the quiz in Cauldron Keep.

MULTIPLAYER

Friendly Fire

Banjo-Tooie is the story of close friends who work as a team to defeat an evil witch. In the same spirit of togetherness, round up some of your close friends so you can pelt each other with eggs and torpedoes in battle minigames, or race each other in timed challenges. Once you open the minigames by playing the main game, there should be more than enough multiplayer challenges to bewitch up to four people.

MULTIPLAYER

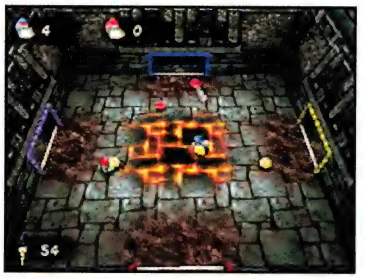
After ruining Grunty's return, you might think that the game is over. Ha! The multiplayer modes will keep you and up to three friends busy for a long time. We've included game overviews and strategies that will put some swagger in your squawk.

The Key to the Games

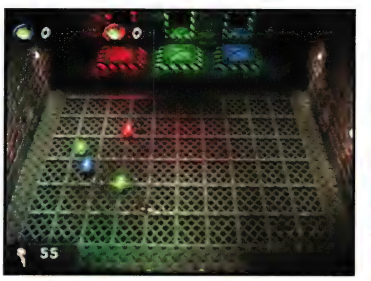
Even if you haven't played very far into the main adventure, you can jump right into the multiplayer fun. You'll access the multiplayer games from the main menu by moving the cursor to the N64 in the lower part of the screen. Controllers for all participating players should be plugged in when you switch on the power to the N64. After that, just choose your game and options from the multiplayer menu. It's time to start splatting!

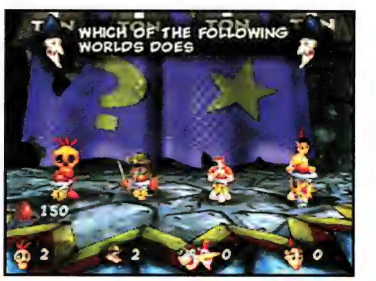
14 Flavors of Fun

Rare went out of its way to make the multiplayer games in Banjo-Tooie some of the best in the gaming world. There's everything from first-person shooters to bumper cars to kickball. You'll play as Bees, Stonies, Submarines and even Grunty herself. The rules are simple, but the strategies may surprise you—some are complex and others are just twisted. All of the games are frantic and fun, and you can play them one at a time, in custom minicompetitions or as a contest featuring all 14.



The kickball games are a blast, particularly when someone boots a bomb at you. In one version, you'll go for the high score, and in the other, you'll aim low. Dodgems, also known as bumper cars, make for a jostling jamboree.

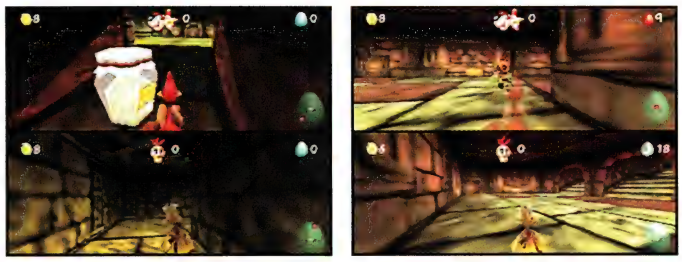




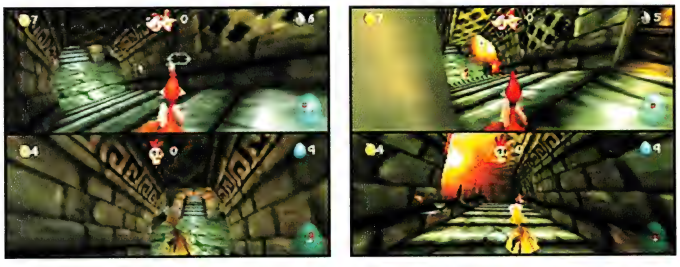
The Packing Room Challenge and the Tower of Terror Quiz may not seem to have much in common, but you've got to be fast in both of them if you want to win. But speed is just one part of the winning equation. You'll have to use your head, too.

Bird-Blasting Duels

The three shootout-type games feature custom controls for scoring, weapons, characters and styles of play. The default Squawkmatch features normal energy bars and normal egg damage. Single Egg Splat Mode is a one-hit wonder—just one hit will splat an opponent. Each player has 48 eggs in the 4 Dozen Fun Mode. The game ends when all the eggs are used or the timer expires. Birdy Buddies is a team-based Squawkmatch. And Chicken Chase is a form of Tag. One player is "It" and scores by avoiding shots. Players may choose various characters from the game such as Banjo, Jamjars and Mumbo.



The location of the Honey Pot is the most important bit of knowledge in any of the shootout arenas. We've indicated item locations on the maps.



Players may select a standard or customized mix of eggs. All maps show the Eggs-Aplenty default option locations of eggs. Proximity Eggs are found only in multiplayer matches. They explode when opponents approach them.

Shootout Map Key

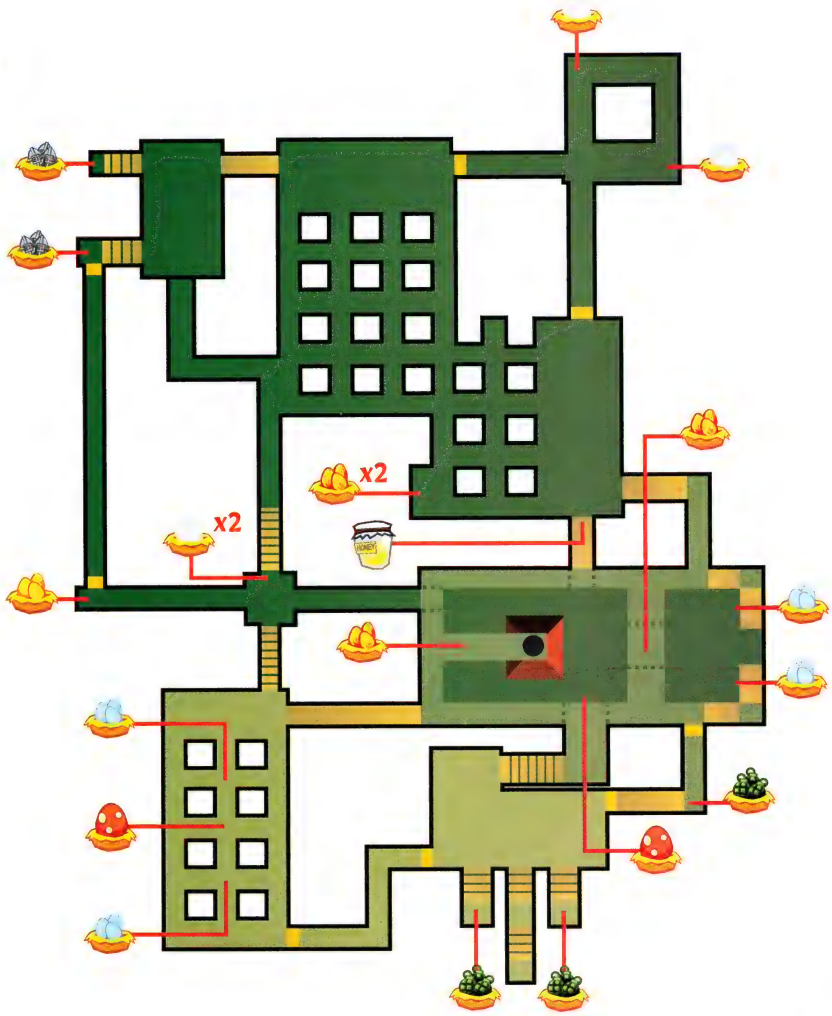
Blue Eggs (Normal)	Clockwork Kazooie Eggs
Fire Eggs	Rapid-Fire Eggs
Grenade Eggs	Proximity Eggs
Ice Eggs	Honey Pot

Targitzan's Temple Shootout

You'd better pray that no one sees you in Targitzan's Temple. With multiple levels, hidden doors, elevated ambush points and some dark corners, it's a great place to lie in wait for unsuspecting bears. One great spot to hide is on the overlook above the room in the upper-left corner. As players go for the Proximity Eggs, splat them from above.

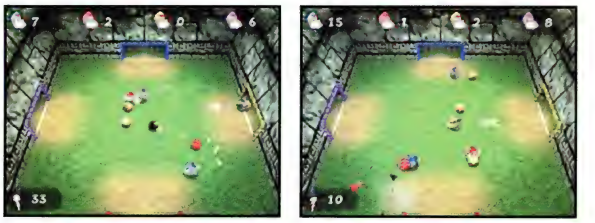
Plant Proximity Eggs near egg nests, particularly near coveted egg types such as Proximity Eggs or Clockwork Kazooie Eggs. If you place Proximity Eggs on a wall or floor where they're hard to see, your victims will never know how they got egg on their face.

If you freeze an opponent using an Ice Egg and you want to score some damage, you must charge in and hit the foe before the ice thaws, or switch to another type of egg and blast the unfortunate soul a second time.



Mayan Kickball Challenge

In Mayan Kickball, you must try to kick the yellow balls into your own goal. Each Stony is identified with a colored hat that corresponds to same as its goal. Red balls reduce your score by one point, so try to keep opponents from kicking them into your goal. Since each Stony has the same speed, the trick is to stop your opponents from getting to the yellow balls.



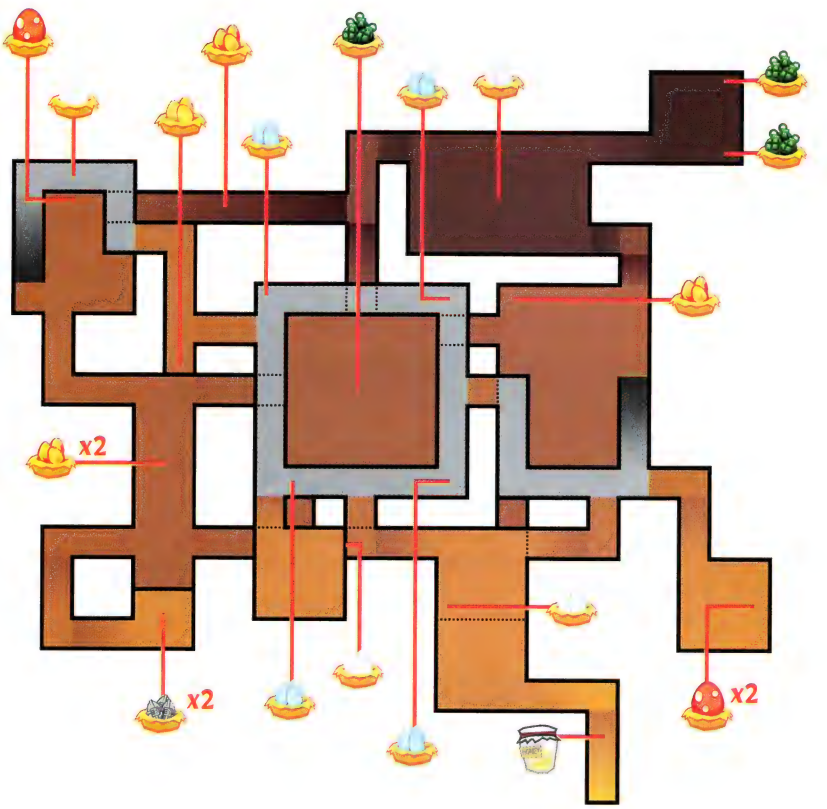
The black balls on the field are bombs. If you kick a bomb at an opponent, it will explode and incapacitate the player for a while. New balls and bombs appear randomly on the field.

Mine Ordnance Shootout

The Mine arena is the most open of the three shootout arenas, but there are still plenty of ramps, tunnels, winding corridors and other places to hide from or ambush enemies. It's also a good place to use the Clockwork Kazooie Eggs. Once you shoot a Clockwork Egg, you'll have about 20 seconds to run around as Clockwork Kazooie before you explode. Use the technique to plant a bomb near an unsuspecting opponent. Even if your foe spots the fake bird and blasts it, you won't lose any energy. No harm, no fowl.

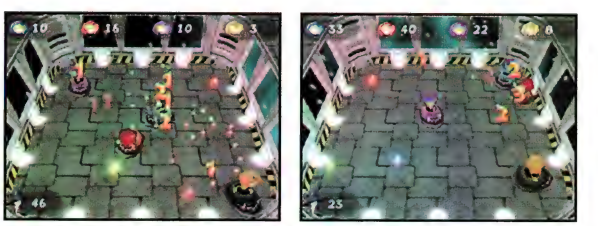
Look at the windows of your opponents to see the colors of the lighting of the areas they are in. The lighting colors never change in an area, so it's an easy way to identify where your opponents are hiding.

Egg nests replenish themselves after you take the eggs, so you can hang around a nest that contains the type of eggs that you want and collect a supply of them. Setting up ambushes around nests is a good idea. Always approach nests with caution.



Dodgems Challenge

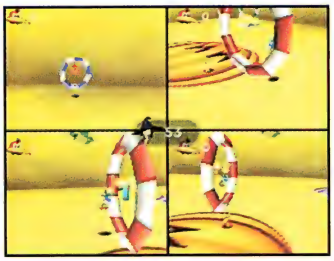
The little Dodgems cars all move at the same speed, and the Twinklies appear at random on the floor. Red Twinklies are worth one point, Green are worth two points and Blue Twinklies are worth three points. Obviously, it's wise to get Blue Twinklies, but keep moving at all times and try to bounce off other cars as you head for the Twinklies.

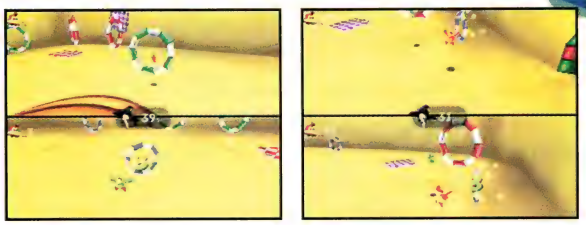


The perspective of the playing field makes the top of the room a bit narrower than the bottom. Therefore, it's a bit faster to cross the space at the top of the room when collecting Twinklies.

Hoop Hurry Challenge

The hoops are color-coded just like the Twinklies in the Dodgems Challenge. Running around as Kazooie, your job is to jump through as many hoops as possible in a limited time. You can reach elevated hoops by jumping and flapping. Once a Kazooie passes through a hoop, the hoop will vanish, so don't follow other Kazooies.

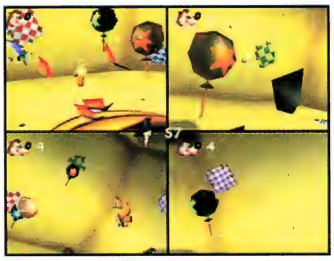


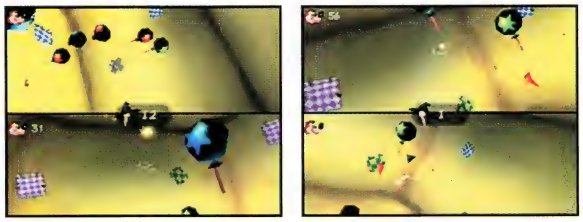


If you grab the Turbo Trainers in the center of the room, your extra speed may help you win. Always move toward the thickest clusters of rings and try to get through them first. You can't slow down other Kazooies, so don't even try.

Balloon Burst Challenge

Once again you're faced with red, green and blue objects worth one, two and three points respectively. In Balloon Burst, the objects are balloons that rise from the floor of a room to the ceiling. You begin inflight, and you can remain in the air by hitting the A Button. We recommend taking up a position slightly off to the side of the center.

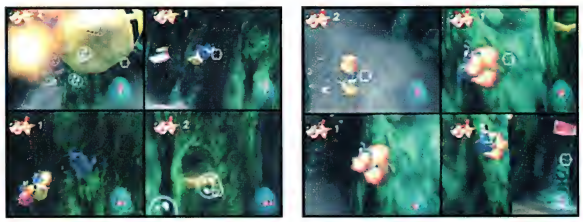




Since the balloons rise up from the floor, it makes sense to shoot them when they first appear and before your opponents get a shot. It's also easier to target the balloons if you stay relatively still.

Minisub Shootout

The Submarine is a cool transformation, and Rare has turned it into a wonderful and chaotic shooting game. The A Button is your accelerator, the B Button releases a sonic Ping attack and the Z Button fires torpedoes. Use first-person perspective to aim while you're on the go. A stationary ambush may be the best strategy, however.



If someone fires a torpedo at you, go into a steep dive or climb. There are caves along the walls where you can wait, but if you're spotted, you'll be an easy target.

Chompa's Belly Challenge

Back in the belly of the beast, you must blast the Red, Green and Blue Ulcers that appear all around. You have unlimited ammo but a limited time to score points. Running around the belly, hoping to get a close shot is a waste of time. Stay put and blast the Ulcers as they appear. If there aren't any Ulcers in front of you, keep turning until you seem them.

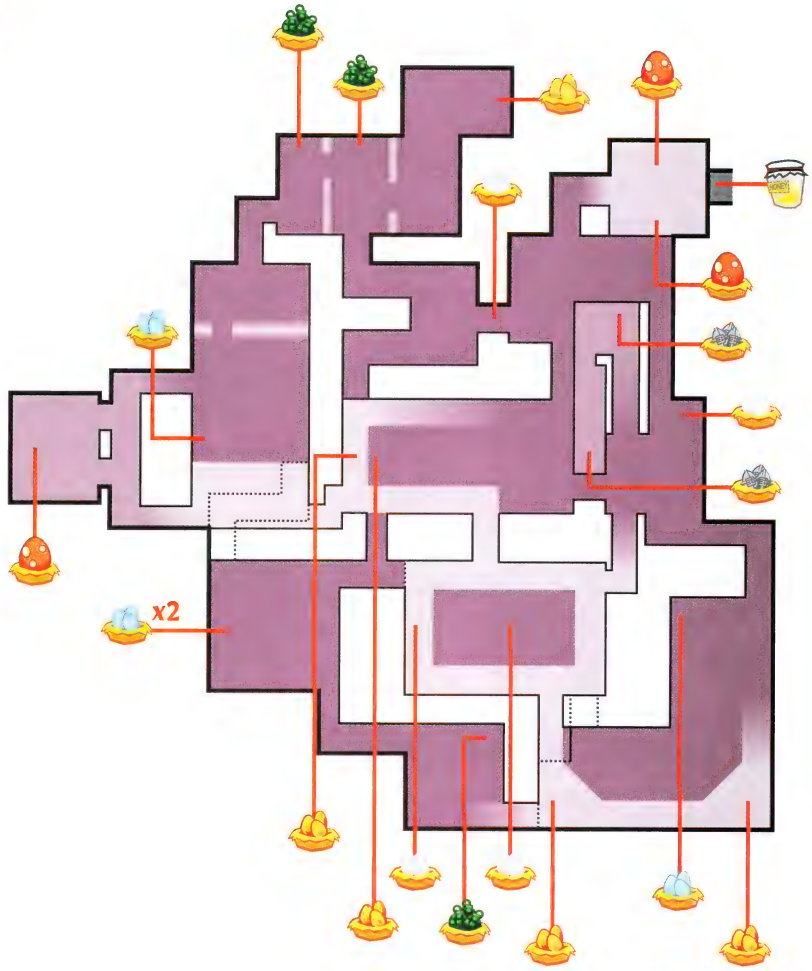
Stand near the middle of the room and blast away at the colorful Ulcers that pop out of the lining of Chompa's belly. As for the tunnel in the wall, leave it alone. There's nothing there for you.

Clinkers' Cavern

The final shootout arena is Clinkers' Cavern. It's full of twists and turns and blind corners. You can lie in wait for opponents at tunnel corners where you can see in both directions. Of course, if you can see, chances are someone can see you, too. The blockades in the rooms in the top portion of the map have passages, but you may also want to fire an egg over them if you think an opponent is on the far side. Use Proximity Eggs in the narrow passages and in dark tunnels, as well.

There's an overlook above the room with two Clockwork Eggs, perfect for ambushing unwary foes. If you can't get a direct shot at an opponent, use a Clockwork Kazooie Egg and go after the poor sap on foot.

If you're waiting at an ambush point, keep looking around. You may become the target of a Clockwork Kazooie Egg attack. If you see a little, gray Kazooie, run as fast as you can and try to lose the explosive bird by dodging and weaving.



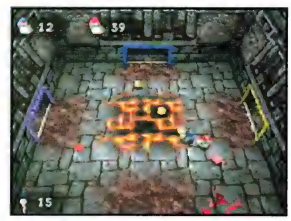
Packing Room Challenge

Animated Twinklies appear in the Packing Room and run around. Your job is to catch them and put them in the lighted chutes at the top of the screen. Use the Turbo Trainers that appear in the middle of the room. Also, watch the timer that ticks down in the bottom-left corner of the screen.

Don't waste time taking the Twinklies to the chutes until the time has nearly expired. Give yourself about ten seconds to hop on the chutes, which count up the Twinklies and award you with a score. Go for the high-scoring Green and Blue Twinklies.

Colosseum Kickball

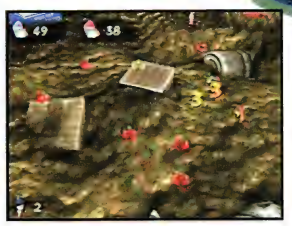
In this variation of Kickball, the Stonies don't want to score big. Your job is to punt the yellow balls into your opponents' goals while preventing them from doing the same to you. The bombs will help keep your opponents occupied—but not for long.



The red balls reduce your point total when you kick them into your goal. In this match, that's a good thing. Yellow balls add two points to your total. Flashing balls add four points.

Trash Can Challenge

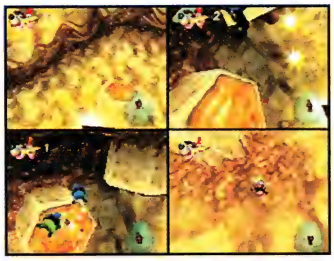
Probably the strangest of the games, the Trash Can Challenge puts you in the role of Kazooie and arms you with a spin attack that cleans up the three colors of germs, each worth a different number of points. Since the spin move reduces your ability to control Kazooie with precision, it's best to spin through several germs at one time.

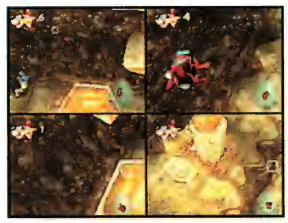


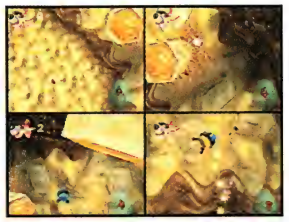
Try to remain in one area. New germs appear randomly, so no one spot is really better than any other. You can't damage the other Kazooies, either, so don't bother spinning toward them.

Zubba's Nest Shootout

To Bee or not to Bee is not the question in Zubba's Nest because everyone is a Bee. Your shots are unlimited as you buzz about the hive, and there are precious few places to hide. The firing rate seems to be a bit faster when you're flying, but your accuracy won't be as good as when you land on a Honeycomb.







Your best bet may be to take the highest position in the hive and shoot down at other Bees from there. Remember to keep firing while you fly—you may hit someone.

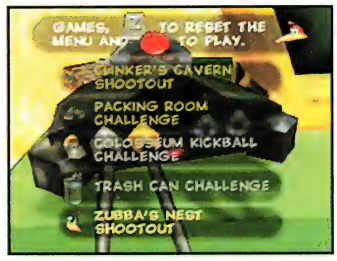
Tower of Tragedy Quiz

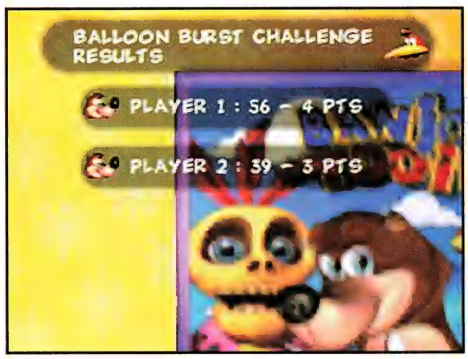
Talk about being in jeopardy! If you lose Grunty's quiz show, you'll have a one-ton weight drop on your head. As in the adventure portion of the game, the multiplayer quiz game requires you to buzz in quickly. If you get an answer wrong, you'll lose points. The CPU fills in the missing players if fewer than four humans take the challenge.

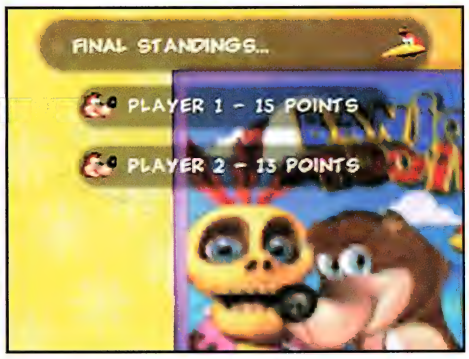
Most of the questions deal with events from the game, but some are based on observation. When you view a scene from the game, look at the variety of the scene, including numbers and colors of objects you can see.

Winning the Game

Players scoring the highest number of points in a match will win that match. If you're playing a series of games, or all 14 games, you'll earn points based on how you placed. First place earns four points, and second place earns three points and so on. At the end of all the games, one winner will emerge. If you use our tips, that winner should be you!







CHEATO CODES

Cheato was a good friend to you in Banjo-Kazooie, and it paid dearly for its generosity. Gruntilda has torn out the book's pages, leaving it a mere pamphlet of its former self. Stop feeling guilty. You can help out Cheato—and help yourself—by recovering its pages.

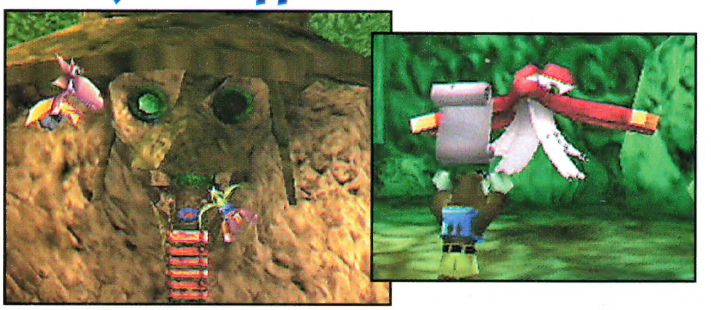
Cheating Is Hard Work

Don't bother looking on the Internet. You'll need to earn your cheats in Banjo-Tooie through the laborious collection of Cheato Pages. Each time you collect five pages, return to Cheato so it can give you a special code to enter using Egg Aim in the Mayahem Temple Code Chamber. The first two cheats double the number of eggs and feathers you can carry. Fallproof allows you to fall from great heights without injury—which is useful if you don't have Honeyback, a cheat that automatically replenishes lost Honeycombs over time. The final cheat—rewarded for finding all 25 pages—activates the jukebox in Jolly's tavern.

Cheats List

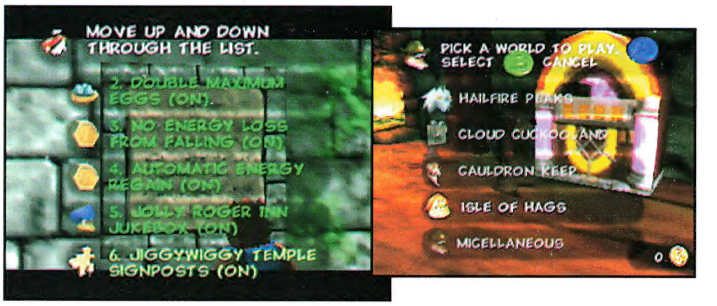
x5	Feathers
x10	Eggs
x15	Fallproof
x20	Honeyback
x25	Jukebox
Visit Madame Grunty's Tent	Jiggy Secrets

Grunty the Ripper



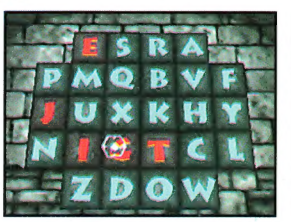
Your old friend Cheato is looking a little thin these days. That's because Grunty ripped out all its pages as punishment for helping you in Banjo-Kazooie. Visit the spell book in Grunty's old Spiral Mountain hideaway.

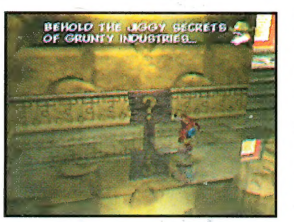
Code Chamber Music


MOVE UP AND DOWN THROUGH THE LIST.
2. DOUBLE MAXIMUM EGGS (ON)
3. NO ENERGY LOSS FROM FALLING (ON)
4. AUTOMATIC ENERGY REGAIN (ON)
5. JOLLY ROGER INN JUKEBOX (ON)
6. JIGGYWIGGY TEMPLE SIGNPOSTS (ON)
PICK A WORLD TO PLAY. SELECT CANCEL
HAILFIRE PEAKS
CLOUD CUCKOOLAND
CAULDRON KEEP
ISLE OF HAGS
MISCELLANEOUS

You can turn activated cheats on or off in front of a plaque in the Code Chamber. One cheat is really just a treat. Find 25 pages to fix the broken jukebox in Jolly's place. It plays most of the music from the game.

Good Fortune Will Shine upon You





It may take repeated visits to the Madame Grunty's tent in Witchyworld, but the mean-spirited medium will eventually give you the Get Jiggy cheat. It turns on the Information Signposts in Jiggywiggy's Temple that direct you to Jiggy locations.

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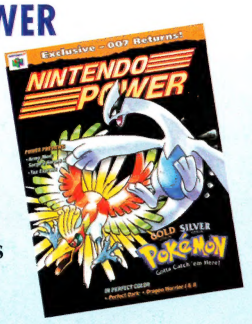

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